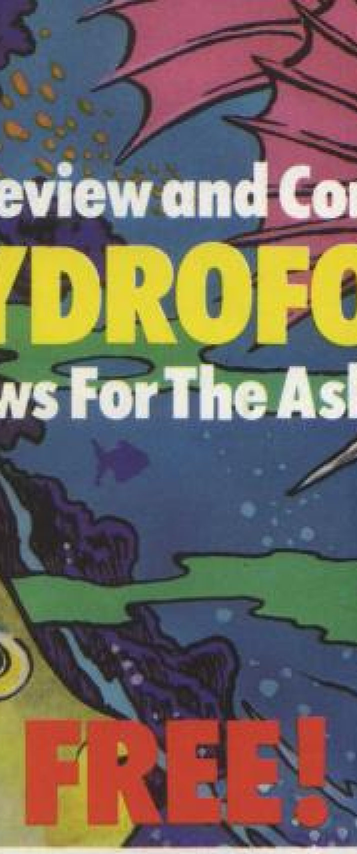
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YOUR SINCLAIR

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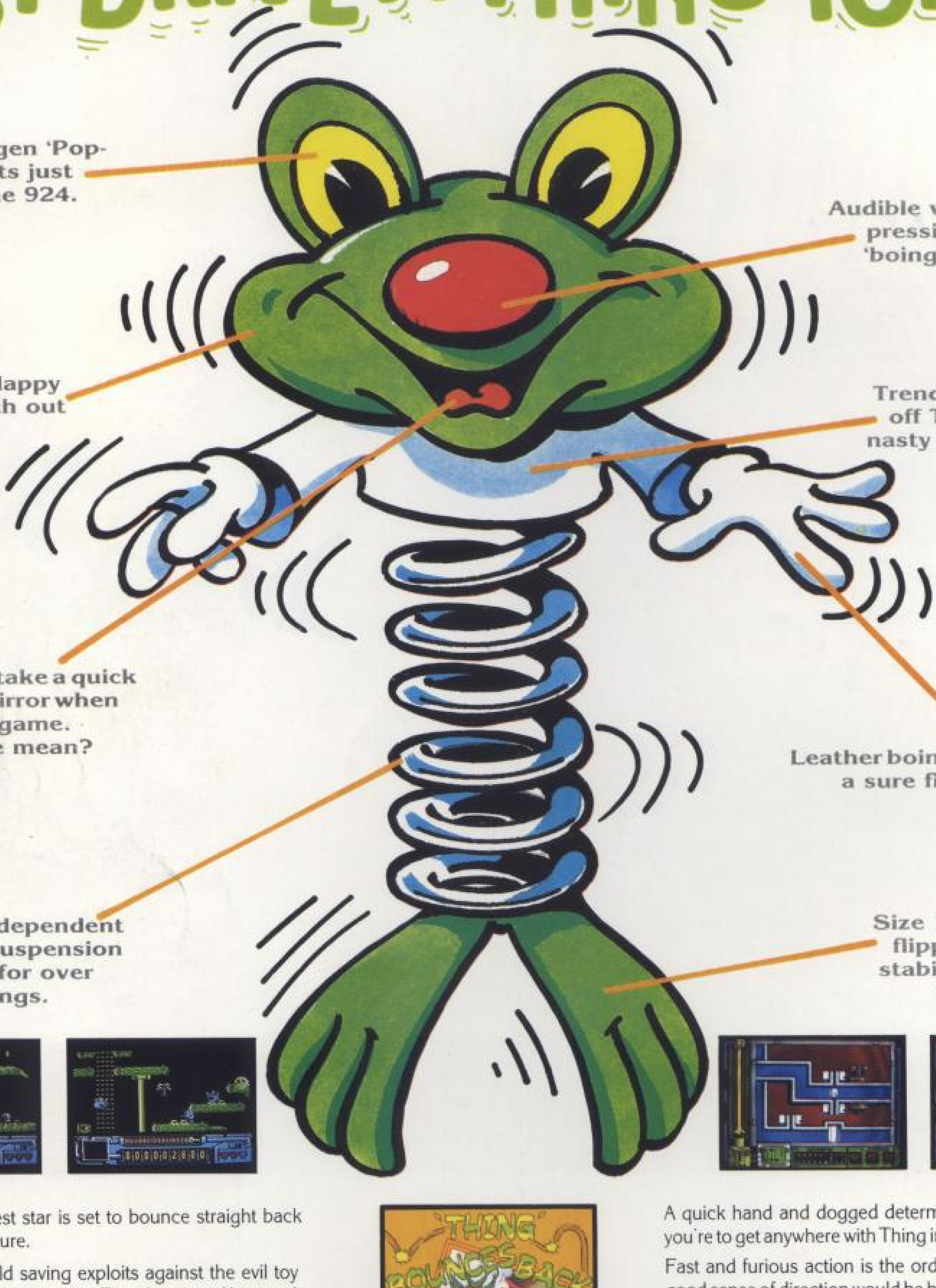
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'THING' BOUNCES BACK

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Quartz Halogen 'Pop-Up' headlights just like a Porsche 924.

Audible warning device pressing results in a 'boing, boing, boing' noise.

Extra large flappy cheeks, watch out for tweaking grandads.

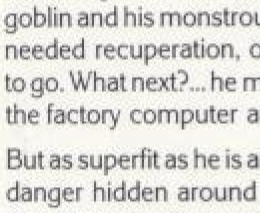
Trendy designer cut off T-Shirt (causes nasty draught round your coils).

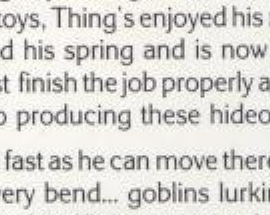
Stupid grin, take a quick look in the mirror when playing this game. See what we mean?

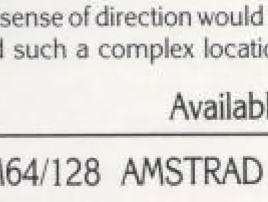
Leather boinging gloves for a sure fire grip on that joystick.

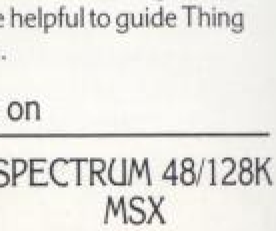
All round independent coil spring suspension guaranteed for over 100,000 boings.

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But as superfit as he is and fast as he can move there's danger hidden around every bend... goblins lurking to drain his oil, water rushing to bowl him over, iron chickens fielding dastardly deadly eggs.



A quick hand and dogged determination are needed if you're to get anywhere with Thing in his latest escapade.

Fast and furious action is the order of the day and a good sense of direction would be helpful to guide Thing round such a complex location.

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Is This Really
Auf Wiedersehen Monty?
Ah mole oh meeo
I wonder what's
EN ROUGE'
Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.
Oops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.
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insideYS

YOUR SINCLAIR

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SPACE—THE FINAL FRONTLINES

These are the voyages of the starship Sinclair. Its five year mission — to destroy strange new aliens, to seek out news stories and new lunches, to boldly split infinitives where no news page has split infinitives before!



STAR TREK IV — REVENGE OF THE BATHCHAIRS

In which Captain Kirk and his geriatric crew save the world again, this time with a couple of whales, neither of which is Scotty. I mean, is that man fat or is he fat? Meanwhile Spock, with a voice like an underground car park, is wandering around in a robe keeping his hands warm. Wagga wagga! Ah, but it's great, the best film in the *Star Trek* series so far and I want to see it again. Didja know there's a whole noo series on TV in autumn called *'Star Trek: the New Generation'*? And that Beyond still hasn't finished the *Star Trek* game? And that Sulu is 53? Opening hailing frequencies, Captain...

THE TIMES

HEY, *YS* READERS, YOU'RE NOT COMPLETELY UNEMPLOYABLE AFTER ALL!

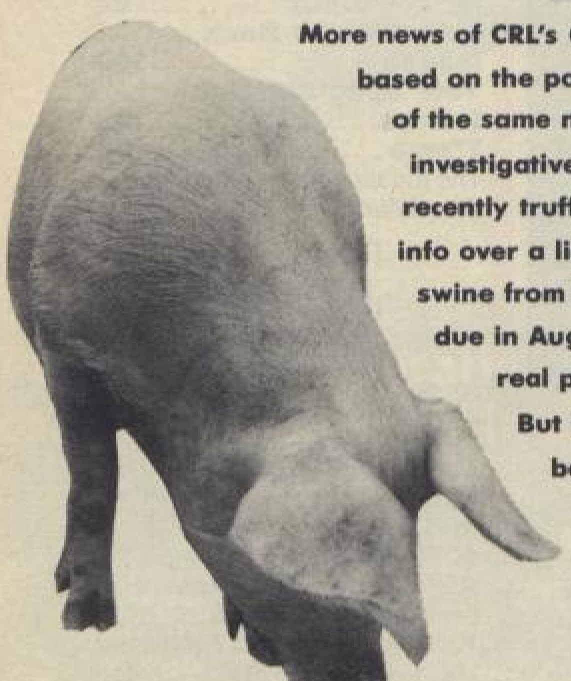
Yep, according to serious people's paper the Times ('We're extremely serious') you're more likely to make the grade as a commercial air pilot if you have "a natural talent for computer games"! Testing recently began at the new British Airways pilot training school on [illegible]000 candidates vying for just 100 places, and skilled joystick jugglers (are you listening, Konix) are confidently expected to come out on top. "Research has shown that those who are good at video games are self-selectors; they play because they are good at it and not the other way round," says the school's head honcho Captain Colin Barnes. Yahay! *Frontlines* could have told you that.

KNOW YOUR *STAR TREK* CLICHÉS

Score one point for each cliché you spot in an episode of *Star Trek*:

(i) The landing party beams down with one anonymous crew member who's guaranteed to get knocked off by the alien in the next five minutes.
(ii) A nubile alien female in the final stage of undress says to Kirk "But what exactly *is* love, Captain?"
(iii) The transporter blows up for no reason. "It'll take four hours to fix, Captain."
(iv) Bones loses his temper when asked to do anything. "I'm a doctor, not a structural engineer."
(v) Spock leans over his sensors screen and says "It's like no sort of energy we've encountered before, Captain."
(vi) The landing party lose their communicators and are imprisoned in a 12th century dungeon.

What did you score? 4-6 Average episode. 2-3 Obviously one of the better ones. 0-1 Are you sure it wasn't *Mission Impossible*?

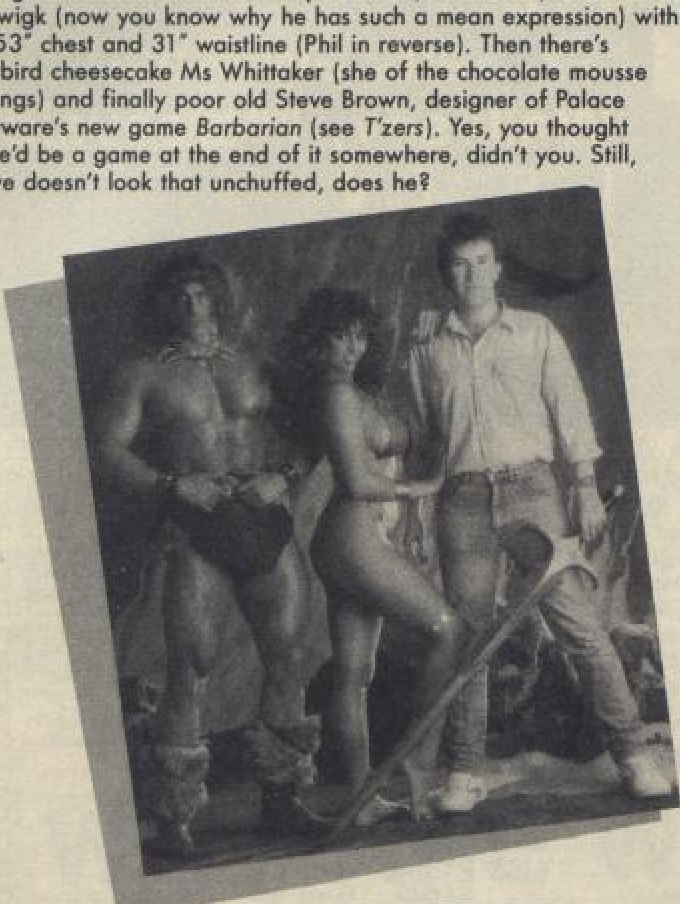


More news of CRL's *Oink*, the game based on the porcine IPC comic of the same name. Hardnosed investigative newshog Phil Snout recently truffled up some inside info over a light lunch with some swine from CRL, and the game, due in August, is supposed to be a real porker... er, corker. But haven't we said all this before (*Yes, don't be a boar! Ed*).

Mmm! Scrummy! There's nothing we Frontliners like more than a tasty joystick for tea, and those crazy leek-eaters at Konix are obviously of like disposition. Here are Sandra and Wyn Holloway celebrating their 300,000th Speed King joystick by eating it, microswitches an' all. Meanwhile Konix is carrying out a 'waggle' test on the Speed King — so far the lucky joystick chosen has had two weeks on a waggling machine at 450 rpm, and it's still working! Would yours last as long? Oo-er!



So who's this curvacious mound of sensuous flesh? (*Wot, the one standing next to Maria Whittaker? Ed*). And who's the pillock on the right with the enormous weapon? Well, from l to r, it's Michael Vanwigk (now you know why he has such a mean expression) with his 53" chest and 31" waistline (Phil in reverse). Then there's Starbird cheesecake Ms Whittaker (she of the chocolate mousse tastings) and finally poor old Steve Brown, designer of Palace Software's new game *Barbarian* (see *T'zers*). Yes, you thought there'd be a game at the end of it somewhere, didn't you. Still, Steve doesn't look that unchuffed, does he?

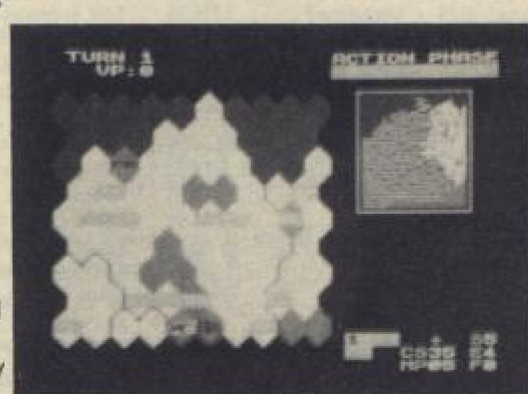


UP PERISCOPE!



Wow! Hey, hipsters, have you heard about the *YS Subs Club*? It's written by that well-known and much loved contributor to *YS*, Mike Gerrard and if you subscribe to *Your Sinclair*, you'll automatically become a member. This means that not only will you get twelve warm and frootly issues of *YS* landing on your doormat at the rate of one a month, along with your free Ocean game, but also twelve issues of the *YS Subs Club* newsletter. You'll find all the hot (ouch!) news from the Speccy world, money off all sorts of tasty items, games to win, posters to win, free subscriptions to win — loads and loads of whizzo stuff, in fact.

YS GOES TO WAR!



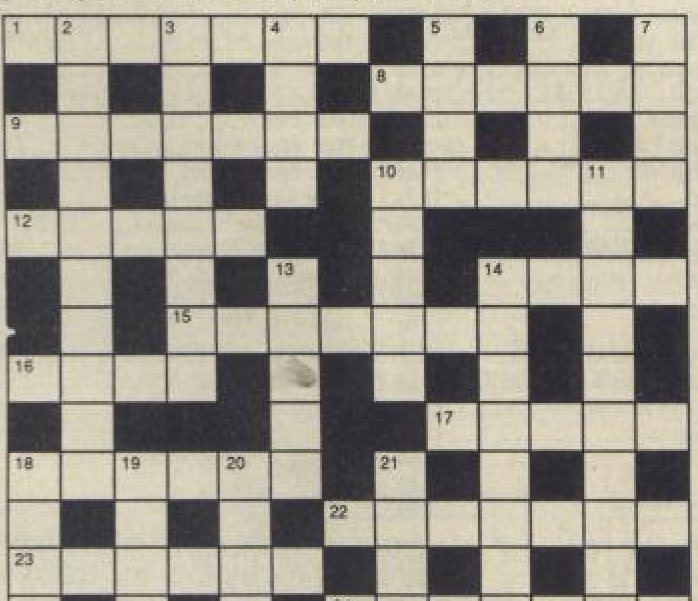
Looked at the *Wargames Feature* yet? Well, scoot along to page 35 and have a dekko. Impressive, eh? Once it's inspired you to give a wargame a go, you'll be interested to know that PSS, one of the top companies publishing computer wargames, runs a mail order service called Wargames Direct. You can buy wargames for any computer, including the Speccy, and there's a full selection, not only of games published in this country, but also in the USA! Wargames Direct's address is 452 Stoney Stanton Road, Coventry CV6, so write off for all the information you need!



SHAKIN' ALL OVER!

Shake, the fabbo music tape mag, will now be featuring two bands on each new tape! Kerranggggg! Piccies on your screen and sound from your Speccy! Clanggg! If you want the latest copy of Shake! zip off £1.99 to Keep Publishing Ltd, Suite 3.2, Epic House, Charles Street, Leicester LE1 3SH. Chinga, chinga waah waah. Get down 'n' get with it, hep cats!

Do you remember our promise of a crossword in *YS*? Well, here it is! It's been sent in by **Paul Walker** of Warrington in Cheshire, who'll be receiving a little something very soon 'cos *Frontlines* was so impressed with it. Also, if you send in your solution before June 30th and yours is one of the first five correct solutions pulled out of the hat, you'll win a *YS* Goody Bag! So get solving, guys (and gals) 'cos you ain't got long, and it ain't a complete piece of cake!



ACROSS

1 Chews on a byte, perhaps? (7)
8 What every *YS* reader wants published (6)
9 Often seen in the back of car windows (7)
10 To dislike intensely (6)
12 Like the graphics in *Sam Fox's Strip Poker*? (5)
14 Expression of regret for 3/4 of a girl (4)
15 What a QL has that a Speccy hasn't (7)
16 Graphic symbol, used in *The Fourth Protocol* (4)
17 Blame me for this peach of a sweet (anag.) (5)
18 Facet of Bug Byte's assembler? (6)
22 From refs — come together again (anag.) (7)
23 One of the few racing sports that isn't a computer game yet (2, 4)
24 What a Commie 64 user has for brains (7)

DOWN

2 Peripherals are useless without these (10)
3 Know a BCD and surrender perhaps? (anag.) (4, 4)
4 This clue's not odd (4)
5 Breed of dog that goes with 19 down (4)
6 Eye complaint (4)
7 Trap a Commie 64 user into admitting he's one (anag.) (4)
10 What you do when you're given a picture of Sam (wahay) Fox (5)
11 These weapons aren't dumb! (5, 5)
13 Pen it — that's absurd (anag.) (5)
14 Large space rock (8)
18 You'll need this sort of 'rithm' if you're programming (4)
19 Where would *YS* be without a good... (4)
20 Type of store used before chips (4)
21 Adjective used to describe *YS* (4)

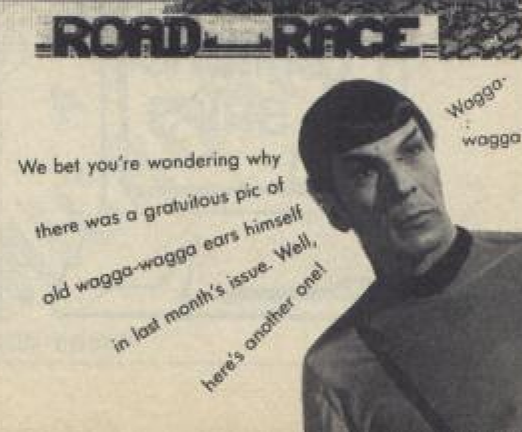
R Tape Loading Error; 0.1



If you bought the last issue of *YS* with Ocean's super *Road Race* game on the cover, and you're having loading problems, there are two things you can do about it —

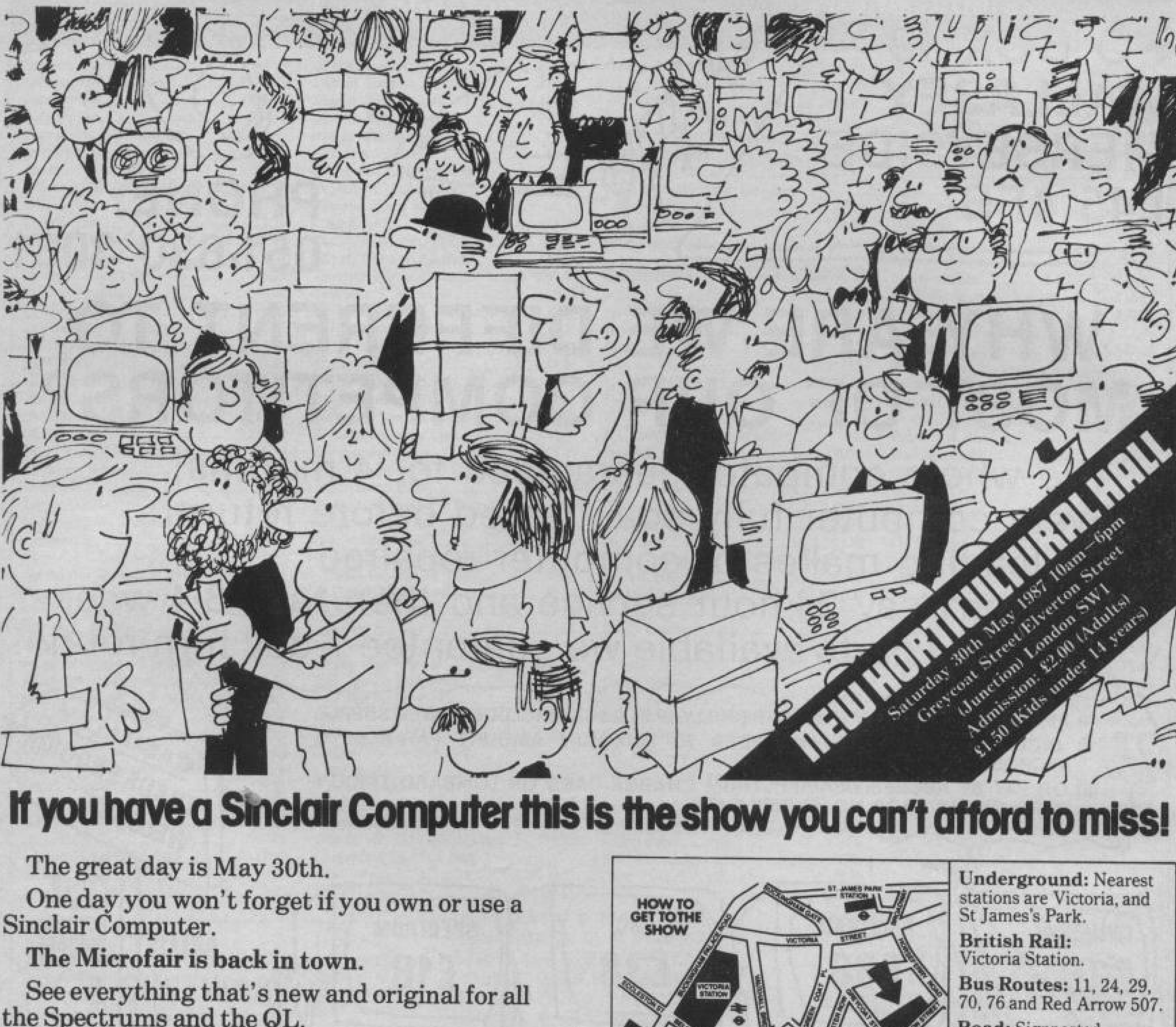
1 Buy a small screwdriver and adjust the asimuth on your tape recorder, as this can sometimes cure faults like this, or

2 Send your tape back to *YS* at the following address: *Road Race Returns Department*, *Your Sinclair*, PO Box 320, London N21 2NB and a new one'll come winging its way round your ear before you can say "I wonder when I'll get my new..." (clunk!)



BARGAINS GALORE AT THE SPRING

MICROFAIR



If you have a Sinclair Computer this is the show you can't afford to miss!

The great day is May 30th.

One day you won't forget if you own or use a Sinclair Computer.

The Microfair is back in town.

See everything that's new and original for all the Spectrums and the QL.

If it's just launched you'll find it at the MICROFAIR. If you want advice you can talk face to face with the manufacturers. If you can't find it in the shops you'll probably find it at the MICROFAIR.

It's the user-friendly show that has out-lasted all the rest because everyone enjoys themselves . . . and you can always find a bargain!

Why not send today for cut-price advanced tickets.



Underground: Nearest stations are Victoria, and St James's Park.

British Rail: Victoria Station.

Bus Routes: 11, 24, 29, 70, 76 and Red Arrow 507.

Road: Signposted (RAC AA) Horticultural Halls.

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Please send me....................advance tickets (Adults @ £1.50)

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23rd ZX MICROFAIR

Please include a stamped, self-addressed envelope and make cheques/POs payable to ZX MICROFAIR.

Exhibitors ring Mike or Moira on 01 801 9172 for stand availability.

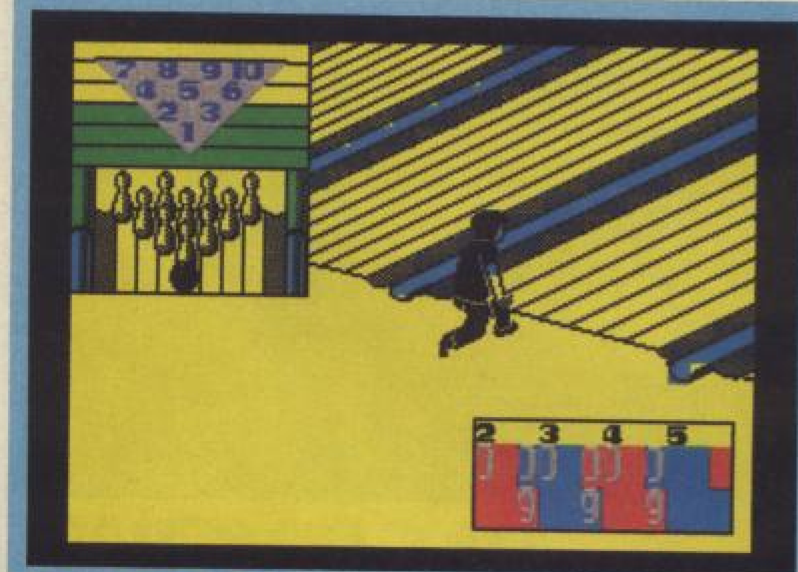
FUTURE SHOCKS

Brand new games! Not out yet, but it can't be long! Unrepeatable offers! Look at these luverly games, only 50p each. Oh hello, Constable...

ARMY MOVES

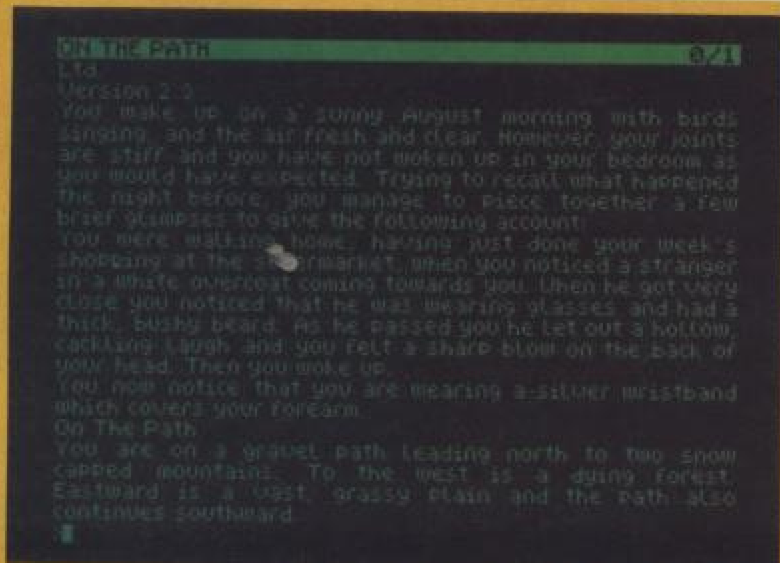
Very probably, but where? In fact, *Army Moves* is the first game Imagine has licensed from a Spanish software house, Dinamic. Calamares and two veg, señor? No, waiter, paella and chips for me. Olé! It's a *Green Bert*-type shoot 'em up, with you in a jeep rumbling through war-torn Godknowswhere firing at helicopters, enemy jeeps and anything else that looks as though it might be fun to destroy. When you've reached the enemy base you transfer to a helicopter, giving you the opportunity for further violence and random mayhem. It all sounds jolly harmless (Crash! Yeeeuuuggghh!). *Army Moves* will be invading shops at any moment and it's £7.95 (extra blood supplied).





STRIKE!

Come on lads — all out! Down tools (oo-er) and follow us through the factory gates, 'cos we're going for a game of ten-pin bowling. Eh? Where's the heroic class struggle, the workers united against the evil top-hatted Tory landlords tearing the bread out of the mouths of screaming babies and dropping their helpless bodies into vats of molten lava? What's happened to Arthur Scargill? Ah, but it's not that sort of strike we're talking about, brothers. This is Mastertronic's stab at the ever-popular ten-pin bowling simulation, and it's reet petite (not to mention gradely). £2.99's the dosh you'll have to fork out — that's less than 30p a pin, bargain-lovers. It'll be out as you read this, and we'll be reviewing it as soon as we've finished playing it. Clunk! Clatter clatter! Clang!

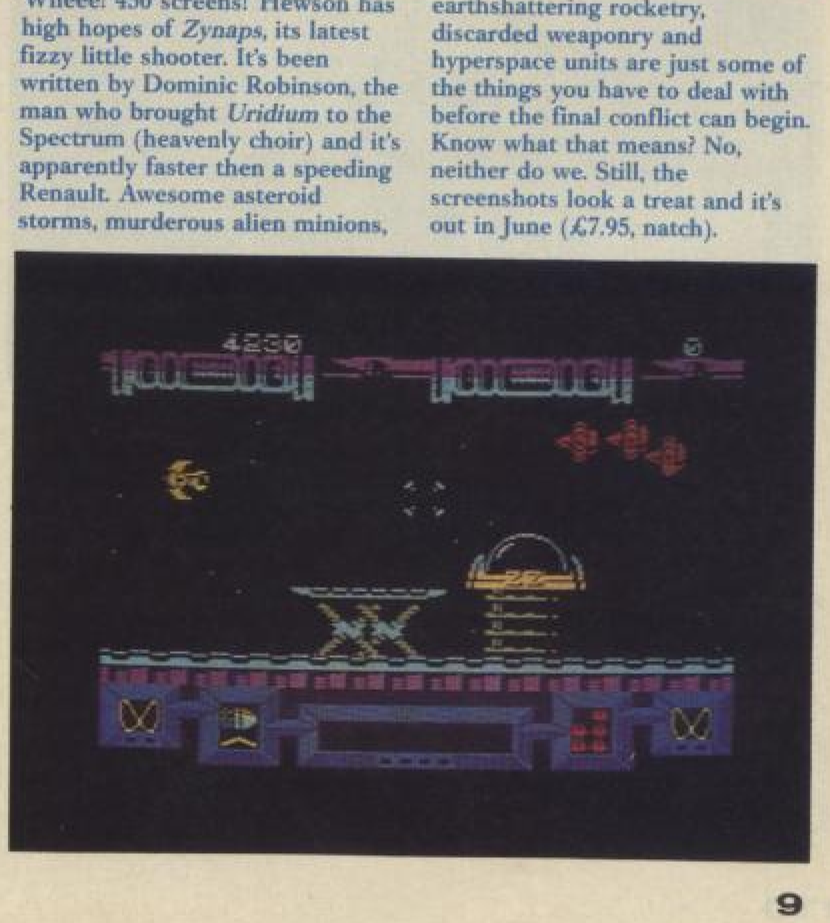


THE PAWN

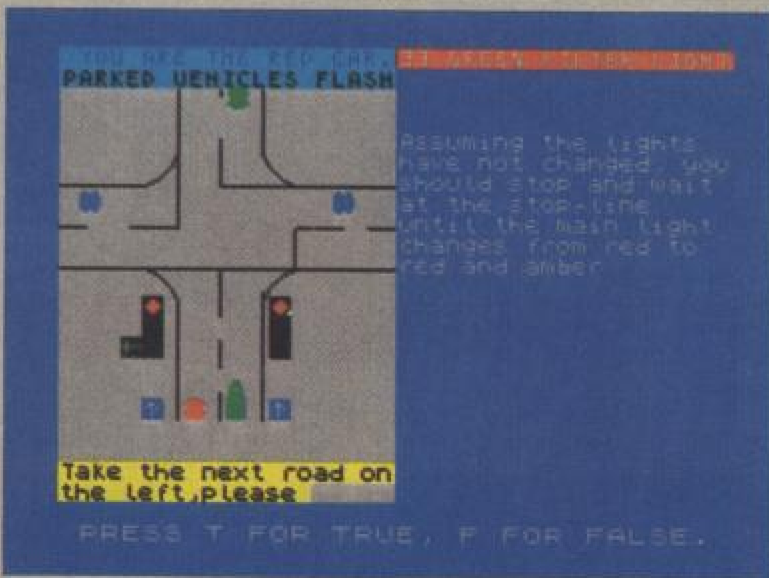
Ever had the scrolls? You'll feel as though you've had them all your life after you've tussled with this latest offering from Magnetic Scrolls through Rainbird. 'Cos what we're talking about here is none other than *The Pawn*, the mega-heftoid adventure that all those smug gits with huge expensive computers have been boasting about for months. Now the impossible has been achieved, as so often these days, and the whole kit and kaboodle has been fitted into a 128K Speccy, minus graphics but with all the plot and the mammoth vocab that the game's become famous for. And the parser's supposed to be a bit special too. Type in "Plant the pot plant in the plant pot with the trowel" and you won't get a foolish "Wot?" type reply, unless of course you don't have a pot plant, trowel or plant pot, but then you'd be a bit of a pillock, wouldn't you? *The Pawn*'s in the shops now at £14.95 (128K only).

ZYNAPS

Wheee! 450 screens! Hewson has high hopes of *Zynaps*, its latest fizzy little shooter. It's been written by Dominic Robinson, the man who brought *Uridium* to the Spectrum (heavenly choir) and it's apparently faster then a speeding Renault. Awesome asteroid storms, murderous alien minions, earthshattering rocketry, discarded weaponry and hyperspace units are just some of the things you have to deal with before the final conflict can begin. Know what that means? No, neither do we. Still, the screenshots look a treat and it's out in June (£7.95, natch).



FUTURE SHOCKS

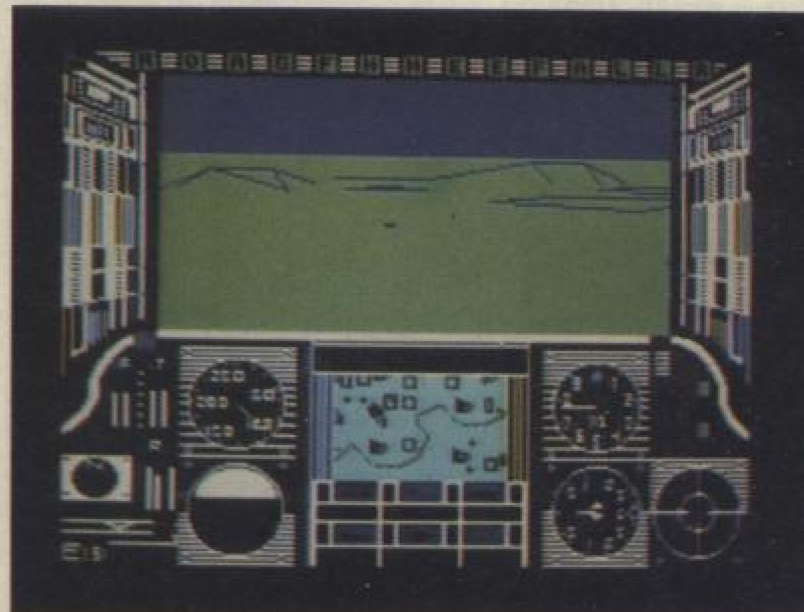


PASS YOUR DRIVING TEST

Are you ready for your driving test? It probably depends on whether you've had any lessons or not. But now your fears are over (*What, all of 'em? Ed*). Yes, all of them, 'cos now you don't need to sit glued to the Highway Code before taking your test — just load up Audiogenic's latest prog (written by Supersoft from a book by Mike Nathensen) and you'll soon find out where you're going wrong. It's got forty tests of knowledge plus an exam you'll have to pass if you want to get through the test itself. *Pass Your Driving Test* is now reversing round a corner into your local software shop (smash) where you can pick it up for £7.95.

GUN SHIP

The challenge of flying a helicopter gunship . . . kerboom! Microprose's latest hyperaccurate simulation gives you the chance to fly the AH-64 Apache, one of the world's most advanced warrior helicopters, from the safety of your own Speccy. Alternatively you could, if you wish, move to the US, train for years to become first a top helicopter pilot, and then get your hair cut very short so you look slightly barmy (essential if you want to succeed in the American forces). But why bother? *Gunship* only costs £9.99 on the Spec, while training as a helicopter pilot could cost you thousands of pounds and most of your hair. The game features high-speed low-level flight, advanced weapon systems and instrumentation and who knows what else. Out in June.





LEVIATHAN

O monstrous fish! O mammoth bream! O gargantuan tench! Hang on, this ain't no plankton eater we're talking about here, it's the latest Speccy game from English Software. *Leviathan* is a less-than-colossal spaceship which you have to guide through three different planet zones, with up to ten different alien attack waves per landscape. Cool The idea is to combine a *Zaxxon*-type perspective with all the latest whizzy *Uridium*-style manoeuvres, to make one real zinger of a shoot 'em up. It's a tall order, but the screenshots are certainly not run of the mill. There'll be a review in the next issue — the game's out sometime in May, and the damage will be £7.95 (or to you madam, £7.95).

CHRONOS

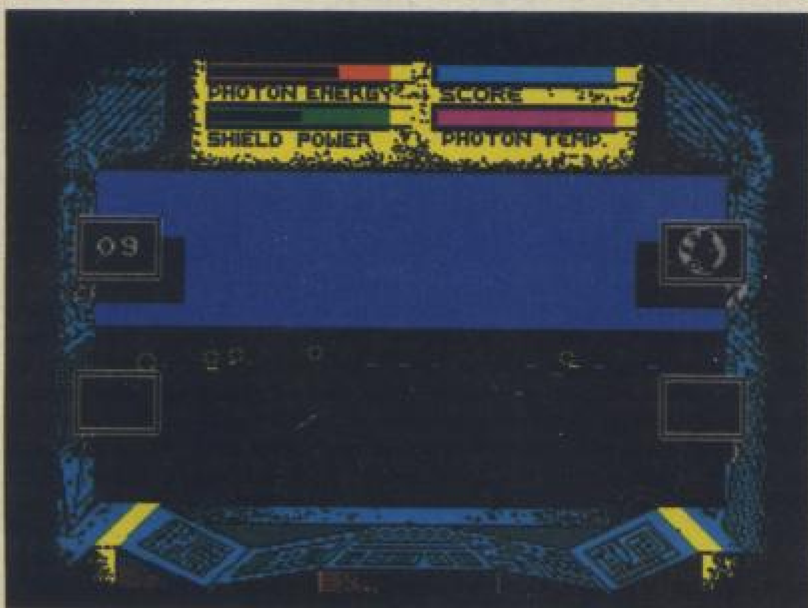
"In the beginning when the Universe was new, the seven Ruling Lords did create their own races, and so Wodan created Man and Chronos created the Mystical Dimension Weavers." Cor lumme! If you were planning to put together a race of sentient beings, you can imagine calling them 'Man', can't you? (Or 'Goblin' or 'Collarstud' or 'Chelsea' or 'Chegwin'.) But 'Mystical Dimension Weavers' — far out! But as the inlay notes continue, "This however has nothing to do with you, as the game is about firing groups of eight consecutive pixels at much larger conglomerate groups of pixels in the hope of amassing a memorable score." Ah, honesty! *Chronos* is in fact a really ripping new shoot 'em up from Mastertronic or, more specifically, the clever clogses responsible for *Agent X*. It'll be in the shops any moment now at the usual price of £1.99.

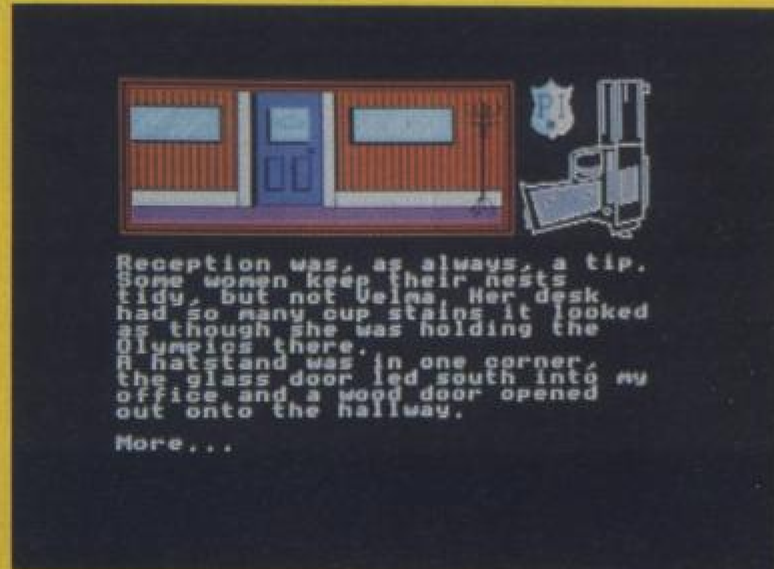


FUTURE SHOCKS

Saviour of the universe? Again? Ah, but this is the *Cosmic Shock Absorber*, as opposed to the Intergalactic Ignition Lights or the Universal In-Car Compact Disc Player. Happily strapped into your CZ Neutrozapper fighter, it's up to you to blast your way through the different dimensions of chaos (sounds like an avant garde rock band, that, doesn't it? "Yep, it's the latest album from The Different Dimensions Of Chaos, entitled The Source Of Life Itself") to find the source of life itself, the interstellar Lake of Protozoic Slime. Yummy custard! What Martech seems to be getting at is that CSA is another megazappy shoot 'em up with elements of strategy and fast thinking and pots of violence. What could be better? Out in the very near future, it'll cost £8.95. Can Earth possibly survive? (*Yes. Ed*).

COSMIC SHOCK ABSORBER





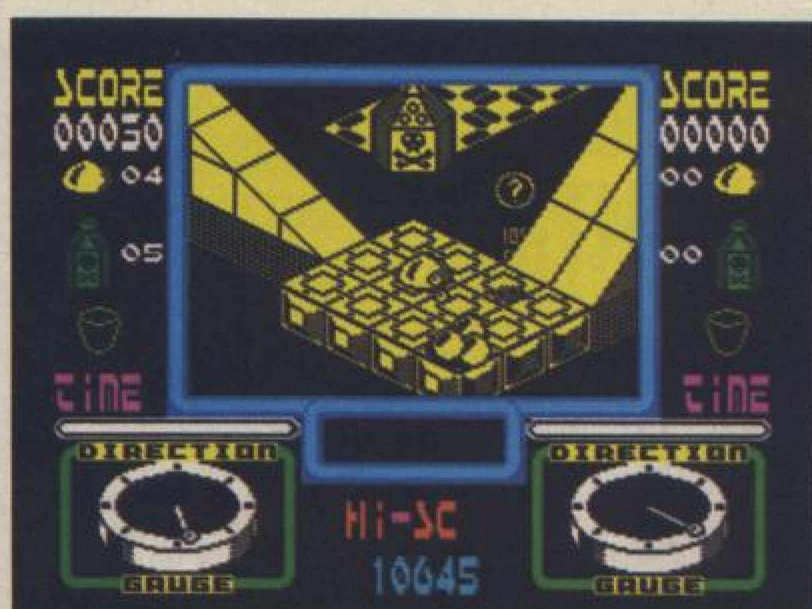
The Big Sleaze

Well, dis punk came in an' he said, hey, look at dis game from Piranha, an' we said, why you talkin' in that silly voice, Phil, an' he said, well it's dis spoof of de great American detective gismo, all dose PI fellas, Philip Marlowe and Sam Shovel. Wassit called, we cried. *De Big Sleaze*, he croaked, riddled wid bullets. As he died in our arms (dat Managing Ed an' his cap gun) we loint dat dis was de woik of Foigus McNeill and Delta 4 (an English translation of this sentence is available from the usual address). De time is de 1930s, and you're Sam Spillade with some cases to crack (Ow!). It's tough on the streets, unless of course you've got a Renault 5 (Okay yah!) *The Big Sleaze* is soon come from the fishy funsters at Piranha — May's the current deadline, and the price is £9.95. But if you enter our compo on page 41, you could win your very own copy, plus a video of *The Maltese Falcon*! And dat's de truth!



THE MYSTERY OF ARKHAM MANOR

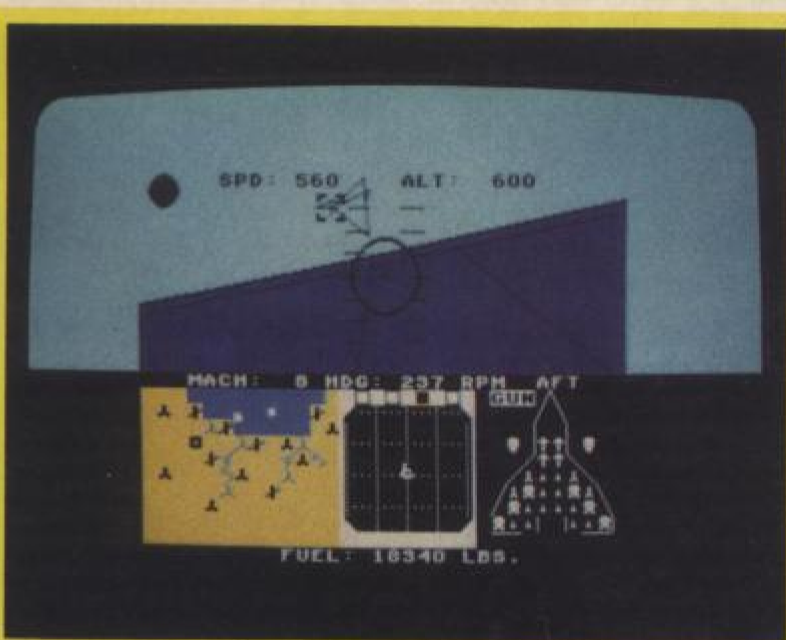
Nothing ever happens in the sleepy backwater of Arkham. Mrs Scrog tripping over her front step, Jack's runny nose, the Postie wearing odd socks again — these are the only subjects of fevered conversation down at the Newt And Ninepin. But one day Colonel Fortescue writes to the *London Chronicle*. Something is going terribly wrong, he says, although what precisely? But when a reporter pops down to investigate, the Colonel has disappeared, and his house is locked up. What is *The Mystery Of Arkham Manor*? Is there a dinosaur in the cellar? A giant man-eating rodent in the Green Room? Or jerries in the pantry (this is the 1920s, doncha know)? You play the fearless newshound in this fascinating new thriller from Melbourne House, which is due out this month at £8 19s. (*Whaaaaat? Ed.*) £8.95 in new money, you daft ha'porth!



BUBBLER

What's the new Ultimate game about? Hard to tell (judging by our swift shufti, it looks like a cross between *Marble Madness* and *Nightshade*) but we've got one of those famous Lists of Features that always accompany Ashby games. So in *Bubbler*, you'll find Crabs, Explosions, Mystery Tunnels, Scrolling Messages, Omni-Directional 3D Movement, Direction Gauge, Poison Bottles, Impaling Spikes, Continuous Pause, Mystery Bubble, Trapdoors, Automatic Collection, Multi-Angled Slopes, Firing Flying Saucer and Corks. Sounds like fun, dunnit? Full review in the next issue, but the game should be in the shops by the time you read this!

FUTURE SHOCKS



F-15 STRIKE EAGLE

It's quite a responsibility, having $20,000,000 worth of plane under your control. But you're that sort of guy. Tough. Mean. Moody. So strap into your ejection seat and prepare for take-off. Microprose's topselling jet fighter simulation lets you fly combat missions, strafe ground targets and engage enemy aircraft (it's a July wedding, by the way). Lots of tasteful missions from a chance to relive the Vietnam War to a remarkably diplomatic attack on Colonel Gaddafi's tent. You've played games set after a nuclear holocaust — now's your chance to start one. £9.99 is the admission price but you'll have to wait until June. Meanwhile, turn to the centre for an exclusive *F-15 Strike Eagle* poster!

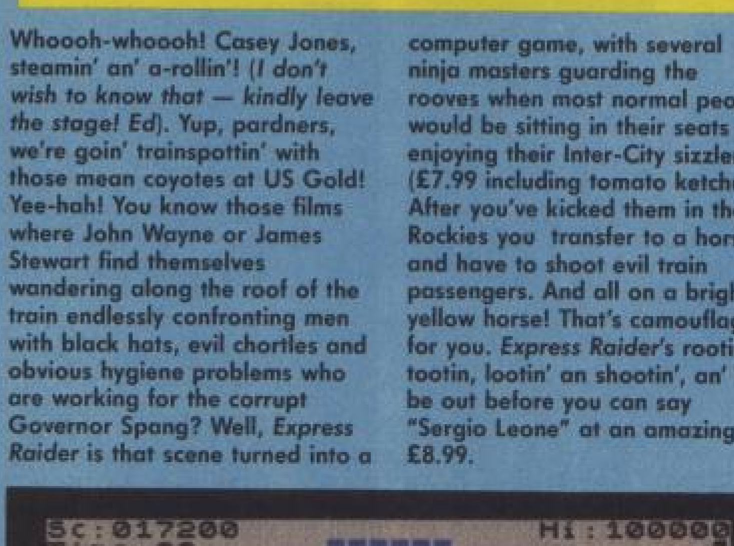


ALIEN EVOLUTION

The bomb has gone off (poo gosh!) The Earth is uninhabitable, not unlike parts of Essex. All human life has withdrawn to huge underground complexes, where they've been sitting watching old vids of *Moonlighting* and feeling glum. And now they're even glummer, as the barren surface of their world has been taken over by aliens, who are claiming a sort of intergalactic squatters' rights, or as they put it — naff off or we'll melt you into lasagne. So the underground earthies send up Cyborg 64 (is this game on the right computer?) to zap the intruders. Trouble is, every time he gets 'em, they mutate into another form of alien, so you can never quite get rid of them. Tricky. Still, never mind, 'cos it hasn't happened yet. *Alien Evolution* is out in June from Gremlin, a sort of Ultimate-style arcade adventure which needs a quick eye and twitchy fingers. And it's only £4.99!

•EXPRESS• RAIDER

Whoooh-whoooh! Casey Jones, steamin' an' a-rollin'! (*I don't wish to know that — kindly leave the stage! Ed*). Yup, pardners, we're goin' trainspottin' with those mean coyotes at US Gold! Yee-hah! You know those films where John Wayne or James Stewart find themselves wandering along the roof of the train endlessly confronting men with black hats, evil chortles and obvious hygiene problems who are working for the corrupt Governor Spang? Well, *Express Raider* is that scene turned into a computer game, with several ninja masters guarding the rooves when most normal people would be sitting in their seats enjoying their Inter-City sizzlers (£7.99 including tomato ketchup). After you've kicked them in the Rockies you transfer to a horse and have to shoot evil train passengers. And all on a bright yellow horse! That's camouflage for you. *Express Raider*'s rootin tootin, lootin' an shootin', an' it'll be out before you can say "Sergio Leone" at an amazing £8.99.



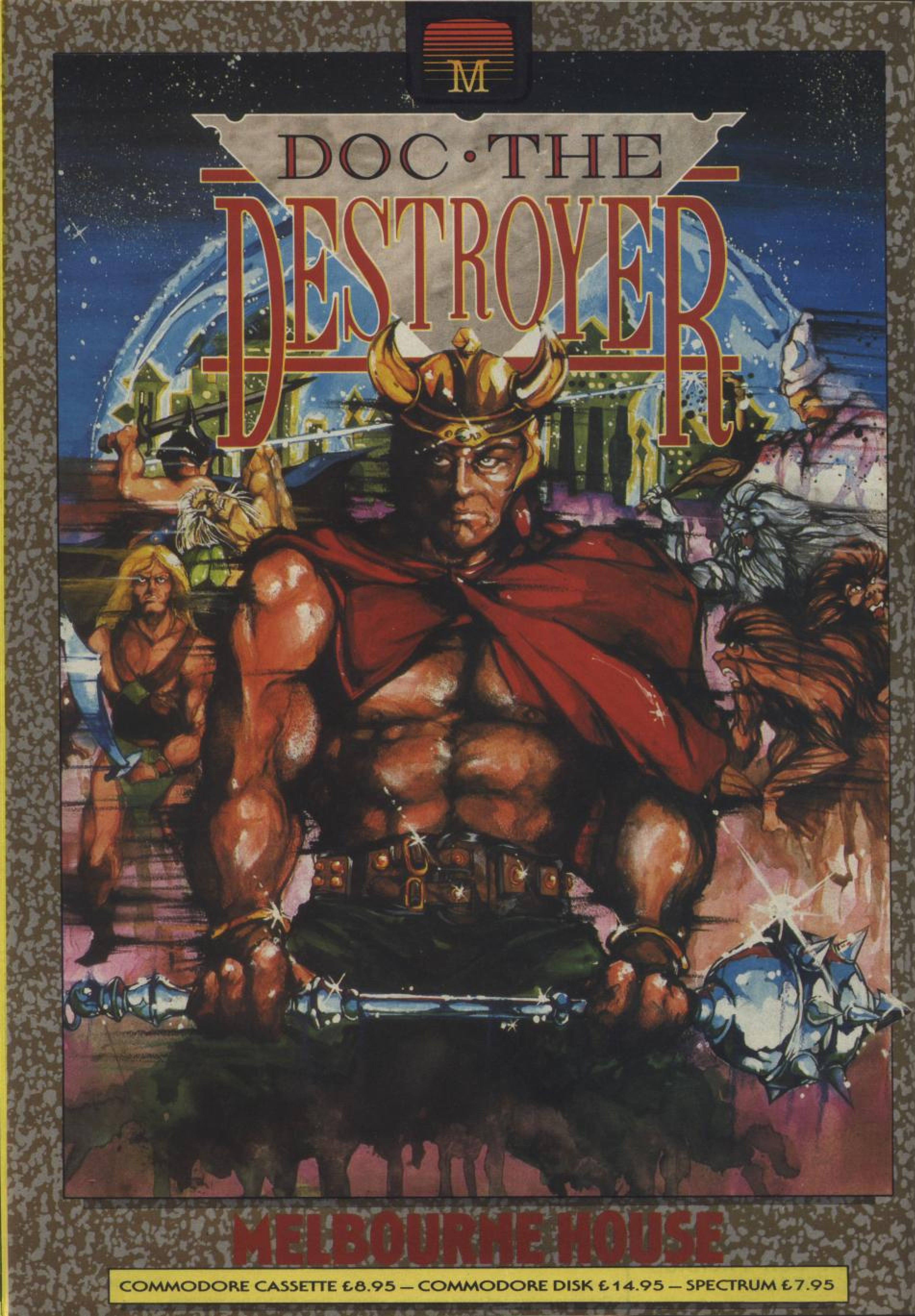


SUPER ROBIN HOOD

Robin Hood, Robin Hood riding through the glen, Robin Hood, Robin Hood with his merry men. Sounds a bit of a smug git, doesn't he? Ah, but this isn't just Robin but *Super Robin Hood* — presumably he's the only 12th century outlaw to wear his underpants on the outside of his trousers. Code Masters has placed him in the dangerous environs of Nottingham Castle, where he must rescue the luscious Maid Marian from the evil bearded Sheriff, forsooth. Of course it's all just a giant excuse for another platform game, but so what when it's as much fun as this. Like all CM games, *Super Robin Hood*s available at a mere £1.99, and you'll find it in the shops around now.

NEXT MONTH...

...watch out for previews (or even reviews) of *The Tube* from Argus (no Paula Yates, sob), Gremlin's elastic new title *Thing Bounces Back*, *Cholo* from Firebird (well it says it'll be ready), Domark's *The Living Daylights* (dangly dang dan dadada dangly dan dan) and possibly news of *Killed Until Dead*, US Gold's latest chortlerama. Plus lots of other bits and pieces we haven't thought of yet. Can you wait?


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COMMODORE CASSETTE £8.95 — COMMODORE DISK £14.95 — SPECTRUM £7.95

LETTERS

EVERY ONE A WINNER!

WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

This month's top three Hit List *games for the star letter. All letters win a* YS *badge*

SWEET MYSTERY OF LIFE...

While reading the letters page I saw that a lot of people said that you were ugly and they don't see anything pretty in you in your photographs. Could you tell the readers this — I have actually met T'zer in the flesh (and very nice flesh it is too) and she is very pretty — the photographs don't show her best side (the camera always lies).

How about a photo of Rachael Smith? I know that everyone wants to see how she looks, and I also know that she doesn't like to be photographed. So come on Gwyn, push her in front of a camera. Also, why oh why does Rachael have to review the macho man style of games? Do you enjoy asking her to review them and then struggle with them? Besides, it's bad to take Rachael's mind off Gwyn, nawty T'zer!

If you don't print this letter then I'll send my throbbing and aching heart to Hannah Smith from Trash instead of you, so there!

Your best fan,
Anthony A Johnson
Willesden Green, London
PS Did you know that STARTING POINT is an anagram of TRAINSPOTTING?

Hannah Smith doesn't work for Thrash any more! So any throbbing things you want to get rid of will have to be sent to me! Rachael said she'd pose for a photo, but then Phil offered to take it, and she lost interest. She muttered something about 'slobbery little oik'... Which only leaves me to be bleached white in the blinding light of your flattery. Bask, bask! **Ed**

LOAD O'COBRAS

I have been reading your mag for nearly a year and I'm glad to say YS is the best magazine I buy. However I am displeased to say that having read reviews and previews of a few of your games (such as *Aliens, Top Gun*), I was very disappointed in the graphics. These games were simply rip-offs. The only reason they sell is because of the excellent films. Ocean made a right *hash* of *Top Gun* and *Cobra* while Electric Dreams cocked up *Aliens!*

Another hash of an arcade conversion was US Gold's *Breakthru* which, played in the arcades was brilliant. This hash cost me £8.99 — I was *not* pleased. On the other hand I was pleased with *Uridium. Gauntlet* was another game with good graphics and playing capability. This review was excellent and I hope to see something like this in the next issue. So, a pretty mixed bag.

I'm not taking it out on US Gold or Ocean, because they can and do produce very good games(*Infiltrator, The Great Escape* etc), so keep it up! I must say that your preview of *Short Circuit* was excellent and next time I go to our local games supplier I will definitely buy it.

Anyway I won't bore you anymore.
Duncan Stoddart (a fan)
Marlborough, Wilts

It's quite true that in a lot of cases more money is spent on the name of a game than the actual game itself, so it's probably best to check out the reviews in YS before you buy. And remember, our Seal Of Approval means that all the games reviews are of finished copies, not just screen shots, like in some magazines I could mention! **Ed.** *Cor, you sounded just like Alan Whicker then!* **Phil**

DRAGON'S LAIR

When I was looking through the *Dragon User* magazine at school recently, guess whose name I found emblazoned across the top of the adventure section? Yes, you've guessed it, our very own Mike Gerrard!! I was truly shocked — what was he doing in there? Was it really him? Did he really work for them?
Hal Maughan
Thetford, Norfolk
PS I wonder if we are related?

Yes, you guessed it. The man hiding under the cleverly designed pseudonym 'Mike Gerrard' is none other than... Mike Gerrard! Mike writes so much so fast that he's currently writing just about everything you read in computer magazines, except this. **Ed.** *(Tee hee. Wanna bet?* **Mike***)*

HURDIE HO!

I have always bought my games in Sweden, but they seem to be much cheaper in England. So if I want to buy some games from a mail order list, do I have to send money with my order or can I pay when the things come to the post office as usual?
Per Danvind
Sollefted, Sweden

Most companies prefer you to send your money with an order. Don't send cash — a cheque or international money order is best. **Ed**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



You can *King Fu 2*! Go to it, Kevin Reece of Towbury Wells.

LETTERS

WOT A WAG!

My name is Waggs. I love YS, in fact it's the best mag out. Please say hello to Hex for me. Now I wish to become Editor of YS. Why I hear you ask, well because I'm skill.

Waylon "Waggs" Davies
Newtown, Powys

Well, unfortunately for you, my dearest Waggipoos, I'm much more skill than you! Har har. I said hello to Hex for you, but all he said was 'Humph'. Does this mean anything to you? **Ed**

ELITE'LL JOKE

With reference to your *Elite* scoop, you'd have to be a real wamalamadingdong to fall for that April Phoole. What sort of a berk would believe that red herring? Well certainly not me. So then, what's going to be my prize for being the first one to expose your little joke?

Robert Stafford
Swinton, Manchester

PS I'd prefer cash rather than a cheque.

Tee hee. Glad you liked our little jocular jape. Phil did it using the Multiface One, tickling up the resultant screen using Artist II. Your prize? Well, we're a bit short of cash at the moment. Have you got change for a herring? **Ed**

ELITE'LL JOKE II

Ho! Ho! Blimmin' Ho! *Elite* scoop? Ha! Hidden planets indeed! How can you expect me to believe your April fool if you make it so obvious? A.M. Phoole (fool!) of Berks! A dead giveaway. And you really blew it using *Artist II*: wrong character set (take a closer look at those g's) and a grey-scale dump when it should have been a simple display file copy. Clever though. Shame I switched my brain on before I started reading the mag!
Yours trainspottingly,

Andrew Lyons
Hanwell, London

PS If you think I'm going to drool over T'zer, you're wrong! Well, okay then, just a quick one. DROOOOL!! There, satisfied?

Eurch, that's enough! Here, have a tissue. Great, you win the Red Kipper award... Oh dear, Phil seems to have eaten it! **Ed.** *No, it went to the first guy. Hey, shame you forgot to switch your brain on before you wrote the letter.* **Phil**



TRAINSPOTTER AWARD

CARELESS WHISKERS

I hereby claim the trainspotter's award for your March issue. In your article on *Auf Wiedersehen Monty* you talk to and picture the Monty programmer, one Peter Michael. The bloke in question is in fact Peter Harrap unless you know something I don't, like he's gotten married to George Michael or something.

While I'm writing, I'd also like to ask a question. Where do you find all those stray dogs who write for your tatty magazine? Byeee!

AJ McNair
London E5

Well actually, the rumours about Peter and George have been flying round the office for weeks, but our lips are sealed, so we can't tell you any more. Sorry! A trainspotter award is on its way to persuade you to keep it quiet. As to the stray dogs, well, we get them from the same place you bought your toupée — Battersea Dogs Home! **Ed**

EEK-EEK-EEK!

What a bunch of demented bog-brushes. What a load of absolutely overgrown baboons. The IQ of all the YS crew must amount to three.

Almost every month you do a preview, for example the *Auf Wiedersehen Monty* one in the March issue. You then said that it would be released in Easter. Then, turn back a few pages (rustle rustle) to the charts and look under the YS Bubblers, and what do we see but *Auf Wiedersehen Monty* — not again! So are the YS crew just a bunch of recruits from the zoo, or I could be made to keep quite with one trainspotter award.

Rory "finished *Feud* the second time I played it" Dow, Cheltenham, Glos

PS Bring back the dinosaurs!

There's so much bribery going on — it's appalling. Okay, here's your award. Now I must go — it's feeding time for the animals. Ggrrrrroooooowwwllllll! Oh flippin' heck, it's that tyrannosaurus again! **Ed.** *No it's not, it's a Roget's Thesaurus.* **Phil**

KILLIN JOKES

The letters pages are becoming depressing. All people write in about is to get a YS badge or suck up to T'zer. How about some good sensible topical issues like, should Brian Clough become a computer programmer after his computer game? Did Biggles ever fly Concorde? Come on, we can do better.

Alan McGregor
Killin, Scotland

How about topics like how long is a piece of string, or maybe How Hai is a Chinaman? Send your replies to Old Jokes Dept, Your Sinclair. Anyway, a bit of ego massage never did a girl any harm. **Ed.** *Perv!* **Phil**

PYJAMA PARTY

I can't believe how brainy I am. I have just invented something that could earn YS millions — Your Sinclair pyjamas. Just think, you could go to bed and read all the reviews and letters on your pyjamas. Your friends wouldn't half be jealous of you. This could be the new kinky trend for bedtime.

Andrew Lewis
Wallasey, Merseyside

Whoopee, another one to add to my collection. **Ed**

AND THE THREE BEARS!

Having been continously narked off at people who write in giving their amazingly brilliant high scores on games, I have decided to set the record straight. Yes, there now follows the list of high scores to end all others, the banana boat of desserts so to speak (*Eh? Ed*).
Rambo — Freed the prisoners, made ten sequels and beaten Russian, Mexican, Czechoslovakian and Liechtensteinian (?) boxers.
Match Day — Have beaten up Maradona as revenge for knocking us out of the World Cup.
Frank Bruno's Boxing — Lost to Tim Witherspoon.
Paperboy — Got told off by Debbie Greenwood for not delivering to her house.
Pretty impressive, huh? By the way, I think Caron Keating (*Who she? Ed*) is zonkingly better looking than T'zer.

Paul "Hello Betty" Belson
Solihull

You shouldn't be writing to me to boast about your high scores. What's wrong with Hex Loader? On second thoughts don't answer that. Send your tips and a pic to him and you may end up as one of Hex's Heroes. **Ed**

RADCLIFFE'S BABIES

Dear Teresa,

I feel I can call you Teresa, being a regular reader of your mag. I have enclosed two photos of myself to show you what I was going to do.

The first one shows me trying to phone you up, but after waiting for a few mins without a reply I decided to chew it instead (you probably wouldn't understand me anyway).

The second one shows me on my turbo police car ready to come to London in person to have a word with you, but yet again I couldn't make it. By the time I'd got my teddy and bottle packed it was time for bed.

So I decided to write to you. Please could you put more screenshots in your mag (and more photos of teddies and bunny rabbits) and more information on the object of the game. For example, I play *Firelord* quite a lot by just banging the keys and laughing when the man moves. But my dad cannot understand half of what you're supposed to do when he plays it properly after I'm in bed.

Could you send me a badge for my coat to show everyone when I'm in my pram?

Phillip Greenough (aged $1\frac{1}{2}$)
Radcliffe, Manchester

No sooner said than done! I'll wave my magic wand, and make a bunny appear on the Head Over Heels pages... whoosh! The badge is winging it's way towards you... mind you, should a baby be handling such sharp objects? (Ho ho). **Ed**





FREE! WEATHER REPORT

It's raining in Newcastle today

John
Gosforth, Newcastle

Uncanny! Simply cut this letter out and pin it on your doorframe. Then every day you can tell what the weather is like in Newcastle... well, nine times out of ten. Much better than a messy bit of seaweed, eh? **Ed**





WHAT THE CHEEKY CHAPPIES FROM THE PRESS SAID...

"...We've got the akurate quote!...*Huge Lackie – Commodore Abuser.*
"...We've got the first quote!..."*Julio Bignall – KKRAP! 67.*
"...Brilliant...Stunning...Cor...Amazing Wow ...Double Wow...What's it called?..." *Tom Mitcroft – Computer & Video Nastie.*
"...Zip, Whee, Ping, Blip, Ping, Beep'..." *Dick Eddie – TRASH!*
"..........." *Anne Non – Proper Con Weakly.*
".......Blib, blab, blobble, grunt!... *Dill Baloney – Nakzus.*



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LETTERS

A STOUR NOTE

This time I'm writing on a serious subject. After seeing "Daffy Duck's" letter in the April issue, and reading your reply, I think it's time someone genuinely told you the true facts of piracy from our point of view.

Firstly, I know why the writer of the letter did not give his real name and address. Not because he's a coward, but because he knows that doing so could well lead to him being tracked down and raided by GOSH and/or FAST, and he doesn't of course want to be fined thousands of pounds.

If you hate pirates as much as you say you do, and you agreed to print no letters that were sent in by pirates, then let me tell you it would be a very small letters page. Now if you can show me a non-pirate with several new games, then I'll show you either a well-paid person or an out-and-out liar. And I'll bet that unless the *YS* team who own Speccies are paid good money, then even some of you lot have or have had pirate games at some time.

At the moment, the closest comparison to the software industry is the record industry. Albums are far, far more widely copied than software, yet the industry stays on top. How come? Let me tell you how...

Firstly, the record industry does not publish massive double-page full-colour advertisements in every relevant magazine advertising the same product for three or four months in a row. (Are you listening, Ocean?)

Secondly, generally with a record you get what you pay for — a track on a record has as much time, planning and effort put into it as your average game, and certainly it provides as much pleasure. However, on an album costing £6.95, you would expect around eight to twelve tracks. For the same price, you would be lucky to get a popular game (are you taking notes, all you £14.95 game producers?)

Next, copying a game is not similar to nicking an album from Virgin — it's more akin to copying it from somebody who bought it from Virgin.

Lastly, have you ever noticed how the big companies don't like £1.99 budget games being in the charts next to their £9.95 creative geniuses? And shall I tell you why? Simple, it's because these pocket-money games are excellent value for money, and the piracy rate for Mastertronic and Firebird games is literally zilch compared to those of the enormous producers. (Could this have something to do with their price, which also has something to do with the fact that they rarely advertise?)

This, high and mighty software-empire owner, is the plain fact of life: your overheads are too high, so your prices are far too high. If you must know this from other people, why not publish a survey in *YS* asking all pirates to fill in which games they most pirate and why? Better still, ask Mastertronic how it keeps the pirates at bay. And T'zer, if you call yourself a fair judge, then print this letter so that the real facts can be known to us all.

Ainsley Rowley
Stourbridge, West Midlands

Having a good reason to commit a crime doesn't make it any less illegal, or reduce the punishment for those people who are caught red handed. Having said that, the people who have most to gain from software piracy aren't the few unemployed kids who can't afford the games, but the real villains who copy and sell the games on a really commercial basis. But you've made a few interesting comments. Have any other YS readers something to say on this topic? **Ed**

SMALL PRINT

PPPPS I think I'm going to run out of roo...
Elliot Curtis, Watford(ish)
Run out of what? Rooikats? Rooks? Root nodules? Roosters? Please be more explicit! **Ed**

I think the magazine has improved a lot since T'zer took over as Editor, but where is our crossword? I love doing crosswords.
Robert Kenny Griffiths, Aberystwyth
I couldn't agree with you more. There's absolutely no hope of finding a crossword in Frontlines this month! **Ed**

Who is that slinky broad snogging the lamppost and leaning on the overweight bog brush in your T-shirt ad?
Barry 'Baz the Spaz' Cheeseman, Wilts
That's Phil actually. And the overweight bog brush is none other than the Man Ed. **Ed**

I have absolutely nothing to do with that playboy, Jeffrey Archer.
Stuart Archer, Aviemore
I bet he paid you to say that! **Ed**

Will you marry me?
Graham Scott, Poole
No. **Ed**

PS The letters PS really stand for Pervy Staff, 'cos you all are.
Luke 'Ace' Phillips, Stafford
Cor! Wahay! Cop a load of that! Us? Pervy? Never. **Ed.** *Actually they stand for me.* **Phil Snout**

When will the T'zer T-shirt be coming out?
Keith Gladdis, Manchester
You mean the T'zer shirt. I'm gladdis to tell you — never! **Ed**

PPPPPPPPPPPS A starfish can turn its stomach inside out.
Anonymous, Codsall, Wolverhampton
So can Phil. Bleeeeurrghhhhhh! But we won't go into that. **Ed**

SIX APPEAL

I have 101 interesting uses for *YS* (well six but it's near).
1) Tightly rolled up it makes a good weapon to hit people with (take a hint, Ex Ed).
2) Flat out it makes a good beret.
3) It's also a good sunshade (but there's no sun!)
4) Stick two together and it makes a paper bag (to put over T'zer's head!)
5) Good wallpaper.
6) You *may* even want to read it!!!!

Clare "Slartibartfast" White
Penzance, Cornwall

PS I think the new-look mag is great but please cut down on the titles for compos (and Cleggs!) We've only got an old geriatric in our post office... so help him! Cut it down to a couple of million words!
PPS I'd give you my last Rolo any time, Gwyn!

Slartibartfast? **Ed.** *Gesundheit!* **Phil**

A HUNNERD AN' EIGHTEE!

We claim to be the first people to beat Jammy Jim in the final of 180 by Mastertronic and it only took us two days to do it. So hard luck Mark Williams.
Paul Ketteridge and Neil Harvey
Saffron Walden, Essex

Hmm. You didn't say how much beer it took! **Ed**

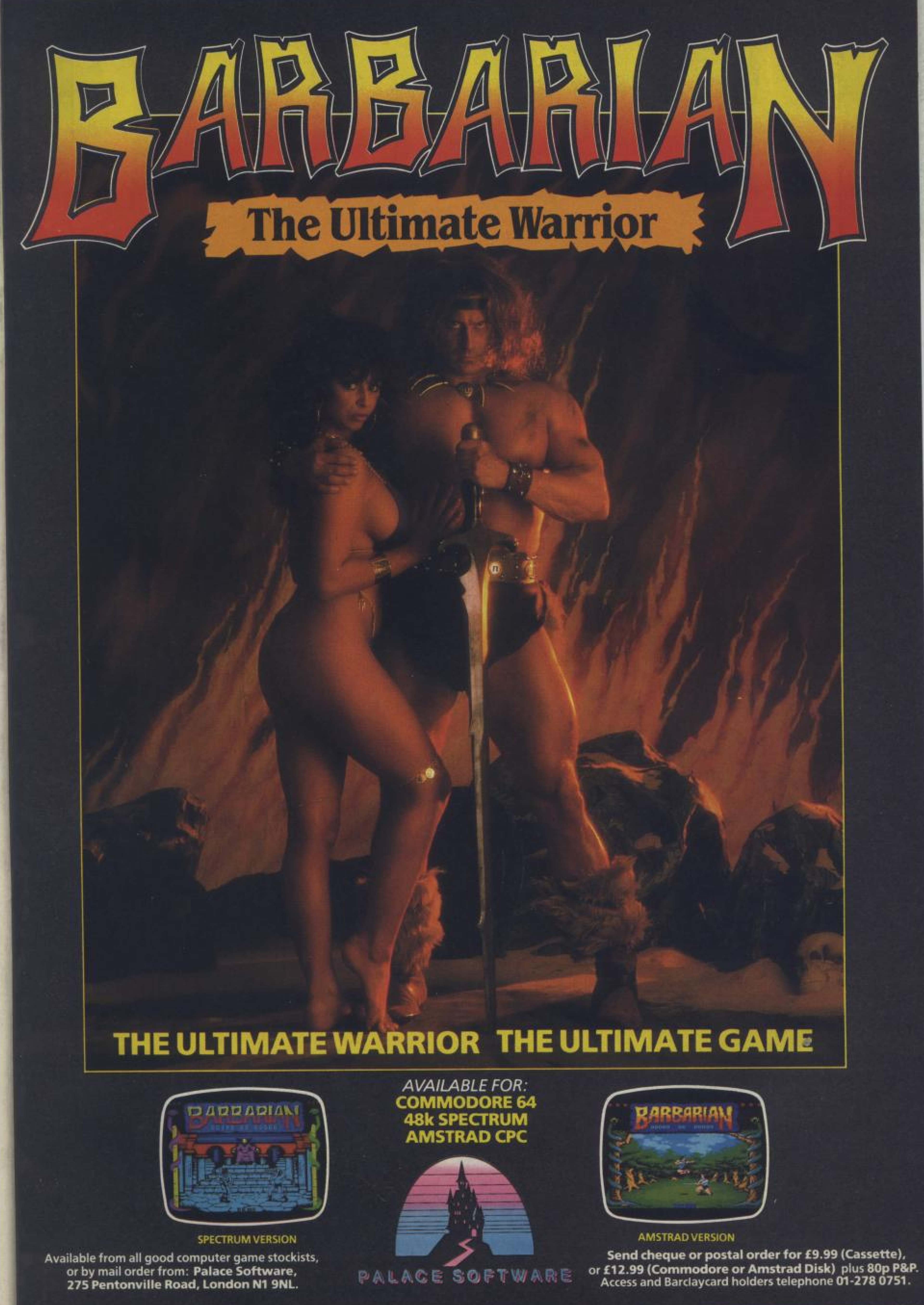
I SUBMIT!

I've written a computer game called *The Ultimate Adventure* on my Spectrum 48K which I think is worthy of publication. But I'm worried about how to market it. I would be grateful if you could tell me what price I should look for, which publishing company I should send it to and whether or not I should get a copyright for it before I send off the game.
Patrick Clark
Dublin, Eire.

It's best to give prospective companies a ring before you send your game to them, just to check on their needs as far as submissions are concerned. Ask to speak to the software acquisitions department, as they're the people who'll be looking at your game, and find out if it's the kind of game they'll be looking for. A good wheeze is to look around and see who publishes something similar to the game you've written and try them first. Good Luck! **Ed**



Swords and saucery(!) by Jeremy Jackaman of Bury St Edmunds.


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HYDROFOOL

Yes, Sweevo is back! FTL has thrown the hapless robot into the aquarium planet Deathbowl in this sequel to *Sweevo's World*. *Phil South* swims about a bit and brings you the whale report!

Hydromation, so the burble attached to *Hydrofool* would have it, is the most irrelevant contribution to computer graphics since the flashing cursor. Greg Follis of FTL says "Well, Hydromation is a sophisticated technical term… it refers to any bit of animation that's got a bubble in it!" And so it is with *Hydrofool*, where everything has a bubble in it!

You are Sweevo, the robot from the classic arcade adventure *Sweevo's World* who, having returned intact from his adventures on Knutt's Folly, has now been despatched on more important… on more epic… exciting… Oh, okay! So he's got to muck out the aquarium planet, what do you expect from a robot of very little brain? A guest spot on Mastermind? Saving the cosmos from plastic-eating aliens? Tsk! On your boat, sonny!

The aquarium planet, Deathbowl, is just a short shuttle flight from his home planet, so in no time at all (his flippers didn't touch the ground!) Sweevo finds himself in a wetsuit, paddling in the shallows at the entrance to the giant aquarium. Deathbowl, it seems, has become grossly polluted over the years, so now the only solution to the problem is to pull all four plugs and drain off all the water. Each of the plugs can be removed by placing special objects around it, onto squares in the floor called 'take' squares. So-called because they take what you're carrying if you swim over them. The objects you need will either be just lying around the place, waiting to be picked up, or may be guarded by vicious man-eating fish (maybe even knee nibbling chips?). You may also find that some objects are even a part of one of the game's many inhabitants, so slicing, dicing and battering them with your trusty speargun may well be in order (a twist of lemon too, p'raps?).

There are six levels to play, and access to the different levels is by floating up on bubbles which go through the ceiling, or whizzing down through little whirlpools in the floor. As well as puzzle objects to collect, there are little oilcans too. These can prolong the life of your Sweevo, because when he bumps into rocks, clams, oysters, whales, jellyfish and other knee nibblers, points are taken off his rustometer, meaning that he's rusting up. So, the more oilcans he's got, the less he rusts! It's as simple as that.

Hydrofool is a brill (ho ho) chase, puzzle and laugh game, but more importantly, there's a game in there too, with a fair amount of graphic sophistication, and a lot of fun t'boot. And the upshot of all this is that Hydromation isn't as irrelevant as FTL said it was — it's any piece of animation with a bubble in it that makes you laugh!

FAX BOX

Game	Hydrofool — Sweevo II
Publisher	FTL
Price	To Be Announced.

Hydrofooling

Sea Slugs are cheery little chappies. They spring out of the ground when you least expect it, having the effect of either boinging you up in the air, or shooting up in front of you so fast that you bump into them. The best tactics to adopt with these slippery creatures are either to go right round the edge of the room, but quickly in case there are any close to the edge, or to weave your way slowly across the room, timing their movements and avoiding them. Although they're a bit of a pest, they're still one of my favourite and funniest graphics from the game!

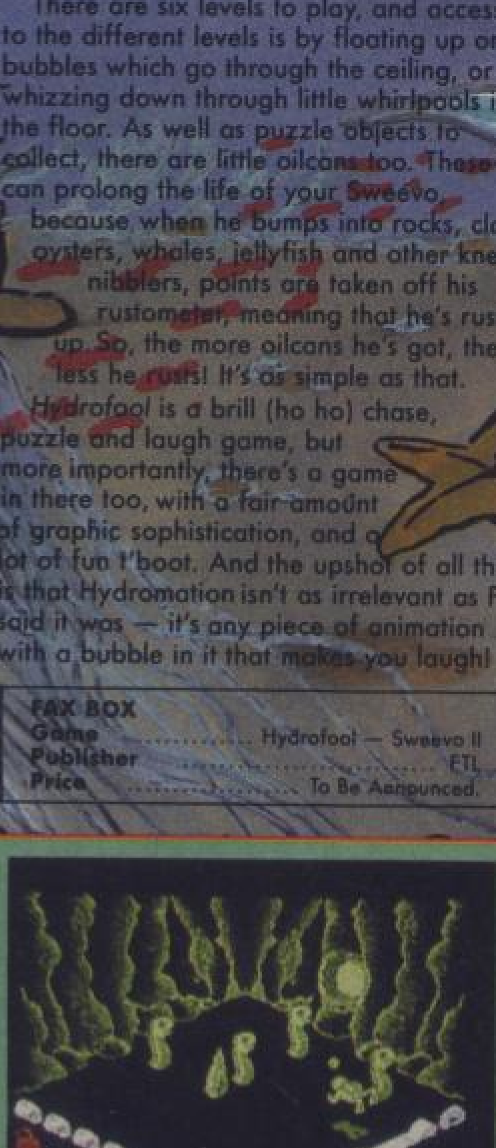


Illustration Nick Davies

YS MEGAGAME PREVIEW

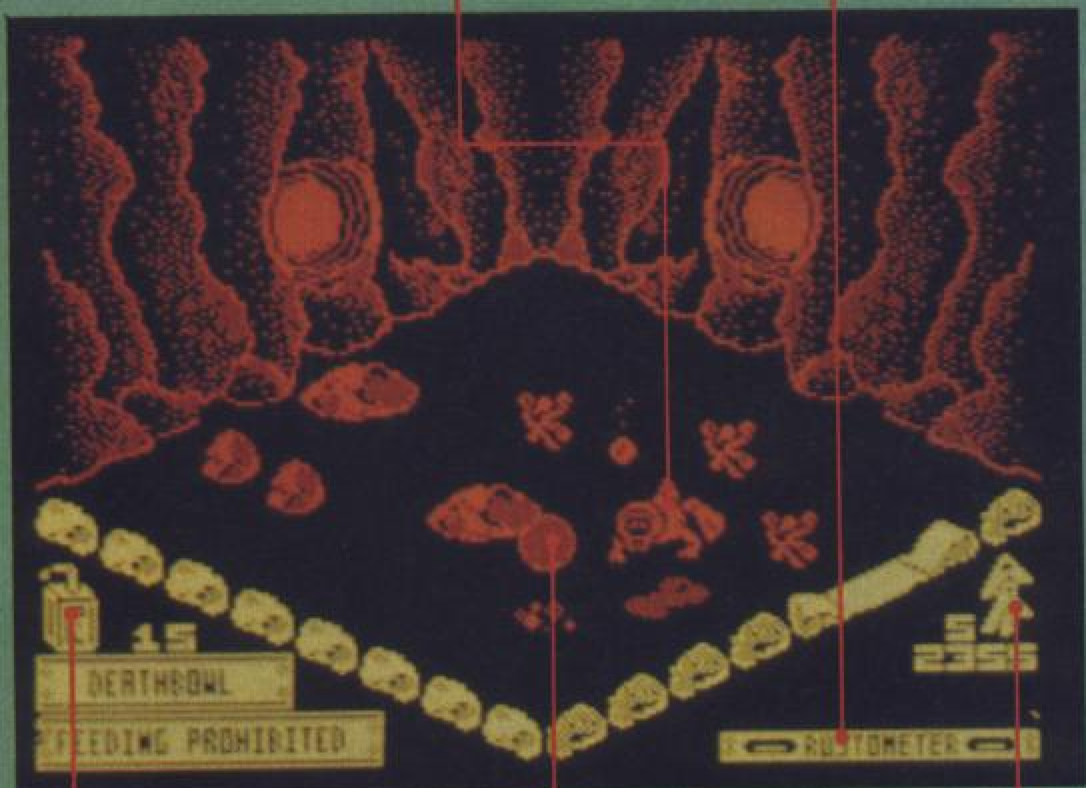
Wriggly Spear Hints Gun

Here's a tourist's guide for those about to take the plunge into Deathbowl's fishfood factory.

● What does Sweevo moan when it's time for lunch? "Whale meat again?" Ho ho ho ho ho! There's a lot of whales in the game, plus some prawns, oysters, jellyfish, starfish, fish-fish, and a sidedish of hollandaise sauce!

Here he is, Sweevo the rapidly rusting robotoid! In this new game the Robo-Master has furnished him with a brand new wetsuit, and it's Sweevo's job to get around without puncturing it. Of course he does, but he can fix it up with the little oilcans.

Creeeeaakkk! When Sweevo bumps into anything, or anybody, he starts rusting. The amount of rusting is shown on this specially built, solid state nipponese Rustometer™, which in the preview version wasn't operating. The batteries must've run out!



This counter and icon represent the number of oilcans that Sweevo's collected. Well, oil be blowed!

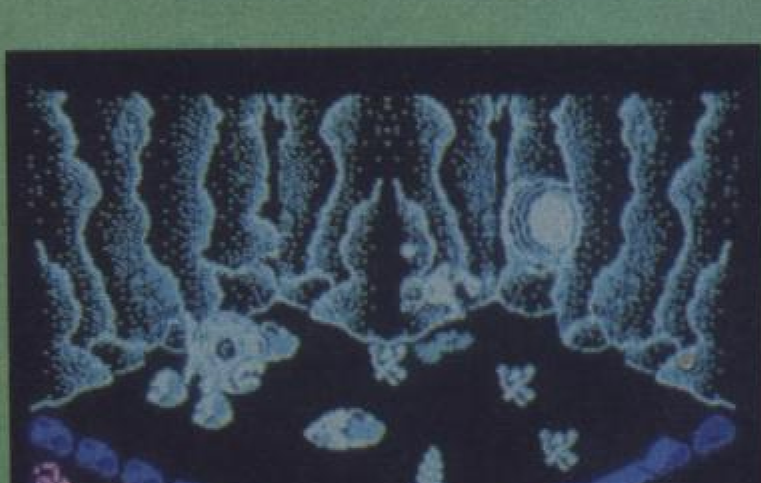
Hoopy Hydromation in action! Not only do you get Hydromated bubbles coming out of Sweevo's snorkel, but you get these little devils bubbling (what else can bubbles do?) up from the floors below. Some of the bubbles burst before lifting you up to the next level, meaning you can get objects placed higher up in the room.

In order to separate the creatures from the objects (sometimes their limbs! Eur!) that they're carrying, you have to use your weapons. (Ooo-er!) The speargun is quite effective, making a nice splattery pattern all over your wetsuit! There's a pan-dimensional, transputational spoon too! (*What's one of them then? Ed*).

Fisherman's Friends



Placing objects around the plugs in the plug rooms will activate the plugs. The trick is to find the objects and put them in the right order. Now as there are approximately 210 rooms, you may find this quest a little more of a challenge than you first thought. (Glub) Yep, you'll have to get your skates on!



Some objects are guarded quite heavily… well there are a few creatures with eyes and teeth that'll be fully prepared to spot you and take a nip out of you. The clear solution is to give these ravening beasts something to chew on that isn't your leg. There's a plaice for everything and everything in its plaice.

JON RITMAN AND BERNIE DRUMMOND PRESENT DOUBLE TROUBLE...



MASTER GAME

"What a tremendous game! The graphics are superbly designed, the characters perfectly animated, the gameplay so addictive you'll never want to switch off. There is plenty of variety and an abundance of humour. Head Over Heels is set to become a classic."

AMTIX! Accolade

"Beautifully-defined characters that glide around the screen without a glitch. Should grace the shelves of every PC owner."

Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast . . . or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the supressed Kingdoms but by that time I'd run out of doughnut ammunition and my buddy was lost somewhere in the Safari world – it was the closest we had come to defeating that rapscallion – we were jumping for joy, splitting out sides, dying with laughter . . . we were Head over Heels!

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YS/FTL Competition

BUBBLIN' UNDER

Win three complete swimming sets — mask, snorkel, flippers, swimming trunks, water wings — and 50 copies of FTL's *Hydrofool*! You'd be a drip not to enter.

Yowser yowser yowser! So you've read the megagame preview, you've marvelled at the game, you've thrilled to the cover, you've eaten the stew . . . now win the compo! Yes, in honour of our superthrilling coverage of the megabrill (Ha! That's a joke, 'cos the Brill is a sort of fish . . . ha ha . . .. oh, please yourselves!) *Hydrofool,* we're doing a compo with FTL. *Hydrofool,* as you've just read, is the sequel to *Sweevo's World,* in which our rusty hero splishes around a giant aquarium spearing fish and pulling out the plugs. Hmm, sounds like the *YS* office to us!

FTL is offering some absolute splashing prizes for this compo. There are three complete kits for three keen water fanatics — just think what a dash you'll cut on the beaches of Bognor (Pass the dash cutter, Spock!) sporting this nifty gear. There's a pair of swimming trunks, a mask, snorkel, flippers and, for those of you who aren't waterbabies, a pair of waterwings thrown in too — we'd hate you to disappear down the plughole. And for the 50 runners up there are copies of the game to enjoy — just the thing if it turns into another great English summer and rains about a yard a day. Just remember to take your Speccy along wherever you go!

All you have to do is take a look at these totally ridiculous pictures. Notice anything different between them? Yeah, thought you might. Put a ring round any differences you see, count 'em up, bung the total on the coupon, cut it out (*I wasn't doing anything! Ed*) and bung it, or a photocopy in an envelope and send it to All The Bubbles Get Up Your Nose And Make You All Tickly Compo, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Oh, and don't forget to tell us your shoe size and whether you want small, medium or large swimming trunks, else you'll look a real prawn if your trunks keep falling down and your flippers fall off.





Photography:Tony Sleep

Rules
Entries must come urchin in by June 30th or you'll be as red as a kipper.

Employees of Dennis Publishing Ltd and FTL had better not plunge in or they'll get filleted.

The Ed's decision is final — believe us, you wouldn't want to tackle that denizen of the deep! (*One whale joke and you're fired. Ed*).

I'm not a complete mollusc — I spotted .... differences between the two wacky pictures!

Name ....

Address ....

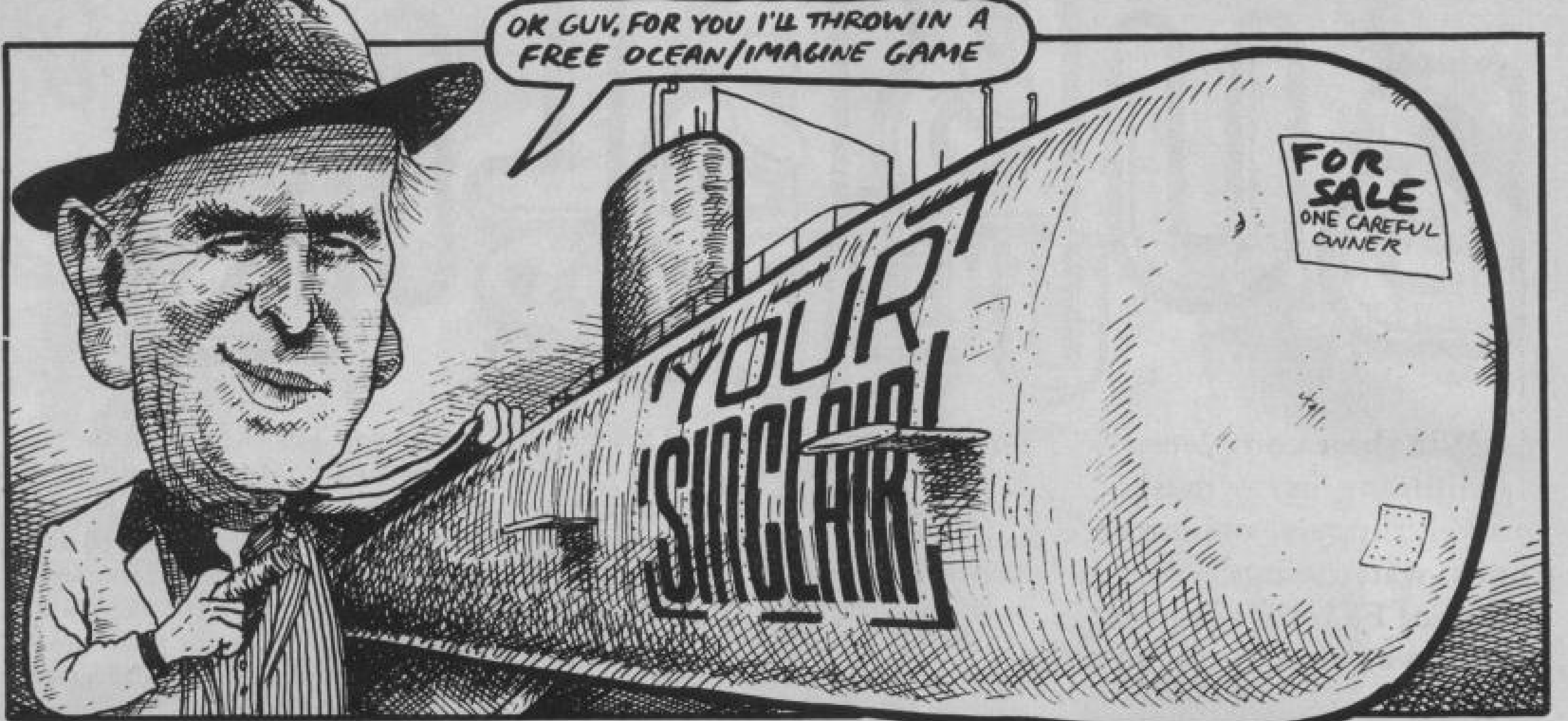
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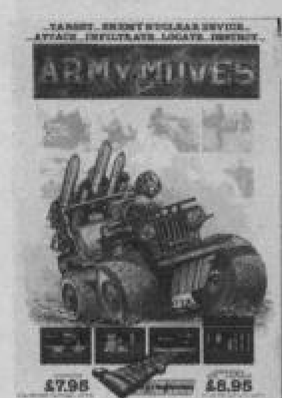
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You get more than just the frootliest Speccy mag on two legs when you subscribe to YS. For a start there's a brand new Ocean/Imagine game worth £7.95 — absolutely FREE! Not some old bilge that even the cat's got a high score on, but the latest, hippest and newest from the company's top secret Manchester games lab! And if you get a sub, you automatically become a member of the *YS Subs Club*! There's a newsletter with every issue written by the great and good Mike Gerrard, with compos and special offers and all manner of other goodies — and it's exclusive to members of the *Subs Club*! And all this — 12 issues of YS, free corky new game *and* a pile of glistening newsletters — will cost you a mere 15 Nelson Eddys! And not a single Jeanette Macdonald! So you can see that when we say serious bargain, we mean *serious bargain*!

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Head Over Heels
Get Head and Heels together and out of Blacktooth. They're an awesome twosome!
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Tai-Pan
You're Dirk Struan, a pirate and a smuggler, after riches beyond your wildest dreams!
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☐ **Head Over Heels**

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HIT LIST

What a triumph for Konami, eh! *Nemesis* has zipped straight in to the charts at number 2 this month and it's only being held off the top spot by Bulldog's *Feud.* Mastertronic must be dead chuffed that the first game on its new label is doing so well.

Budget titles are going great guns this month, in fact. There are three more new entries in the chart and they're all selling at £2.99 or under. There's *Curse Of Sherwood* from Mastertronic, *Vampire* from Code Masters and *Dizzy Dice* from Players.

As far as the rest of the chart goes, Elite has definitely delivered a winner with *Paperboy* — it's been in the top twenty for over five months, which isn't bad going, you have to admit. Also still there is good ol' *Olli And Lisa, Speed King 2* and, of course, US Gold's *Gauntlet.* And what about the great games around that haven't appeared in the charts yet? Keep your eyes pinned here. (Bleeeurgh!)

THIS MONTH'S TOP TWENTY TITLES

	Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
▲	**1** (6)	5	**Feud**/Bulldog	8
★	**2** (NE)	1	**Nemesis**/Konami	8
▲	**3** (7)	9	**BMX Simulator**/ Code Masters	7
▼	**4** (3)	21	**Paperboy**/Elite	9
▼	**5** (4)	25	**Olli And Lisa**/Firebird	9
★	**6** (NE)	1	**Curse Of Sherwood**/ Mastertronic	—
▲	**7** (16)	17	**Speed King 2**/ Mastertronic	7
▲	**8** (9)	9	**Agent X**/Mastertronic	7
▼	**9** (5)	13	**Gauntlet**/US Gold	9
★	**10** (NE)	1	**Vampire**/Code Masters	4
▼	**11** (1)	5	**Leader Board**/ US Gold	9
▲	**12** (19)	5	**Thrust II**/Firebird	9
★	**13** (NE)	1	**Dizzy Dice**/Players	7
▶	**14** (14)	17	**180**/Mastertronic	9
▼	**15** (8)	13	**Konami's Coin-Op Hits**/ Imagine	—
▼	**16** (2)	5	**Bomb Jack II**/Elite	6
▼	**17** (13)	13	**Super Soccer**/Imagine	8
▼	**18** (10)	9	**Fist II**/Melbourne House	9
▼	**19** (12)	9	**Ninja**/Mastertronic	5
▼	**20** (11)	13	**Footballer Of The Year**/ Gremlin	6

This chart is based on the *MicroScope* chart as compiled by Gallup.

12 MONTHS AGO

Position	Title/Publisher	YS Rating
1	**Movie**/Imagine	9
2	**Barry McGuigan's World Championship Boxing**/ Activision	8
3	**Spellbound**/Mastertronic	8
4	**Winter Games**/US Gold	8
5	**Rambo**/Ocean	8
6	**Commando**/Elite	9
7	**Yie Ar Kung Fu**/Imagine	8
8	**Zoids**/Martech	9
9	**Gunfright**/Ultimate	7
10	**Hypersports**/Imagine	8

YS BUBBLERS

- **Head Over Heels**/Ocean
- **Hydrofool**/Gargoyle
- **Sentinel**/Firebird

Calling All Castaways!

Want to be alone with your Speccy and your eight favourite games to play them to your heart's content? Let us know the eight games you'd take with you to a desert island, and why you go overboard about them. Don't forget to bung a mug-shot in with your list so that we can print your piccy too. Each month the author of the wittiest of 'em will get fame, a *YS* badge and the top three games for his trouble.



DESERT ISLAND DISKS

Doesn't it wring your heart to see this poor, defenceless little chap. He's Daniel Chapman and he was cast away on a desert island when he was just a little chick. He's got his Speccy, though, and a list of eight games he wouldn't be without. Chirp away, Daniel . . .

***Enduro Racer*/Activision**
Almost any simulation will keep me happy! It's fast, different and the graphics are brilliant.

***Ping Pong*/Imagine**
I love playing table tennis, but my brother never plays, 'cos I always beat him. The computer's better than he is, though.

***Fighter Pilot*/Digital Integration**
Shooting up other aircraft all the time isn't everything — well, not quite, anyway. Not all simulators allow you to do aerobatics, but this one does.

***Paperboy*/Elite**
The graphics are great, even though they're monochrome, and it's very addictive — you always want to see what'll happen on the next day.

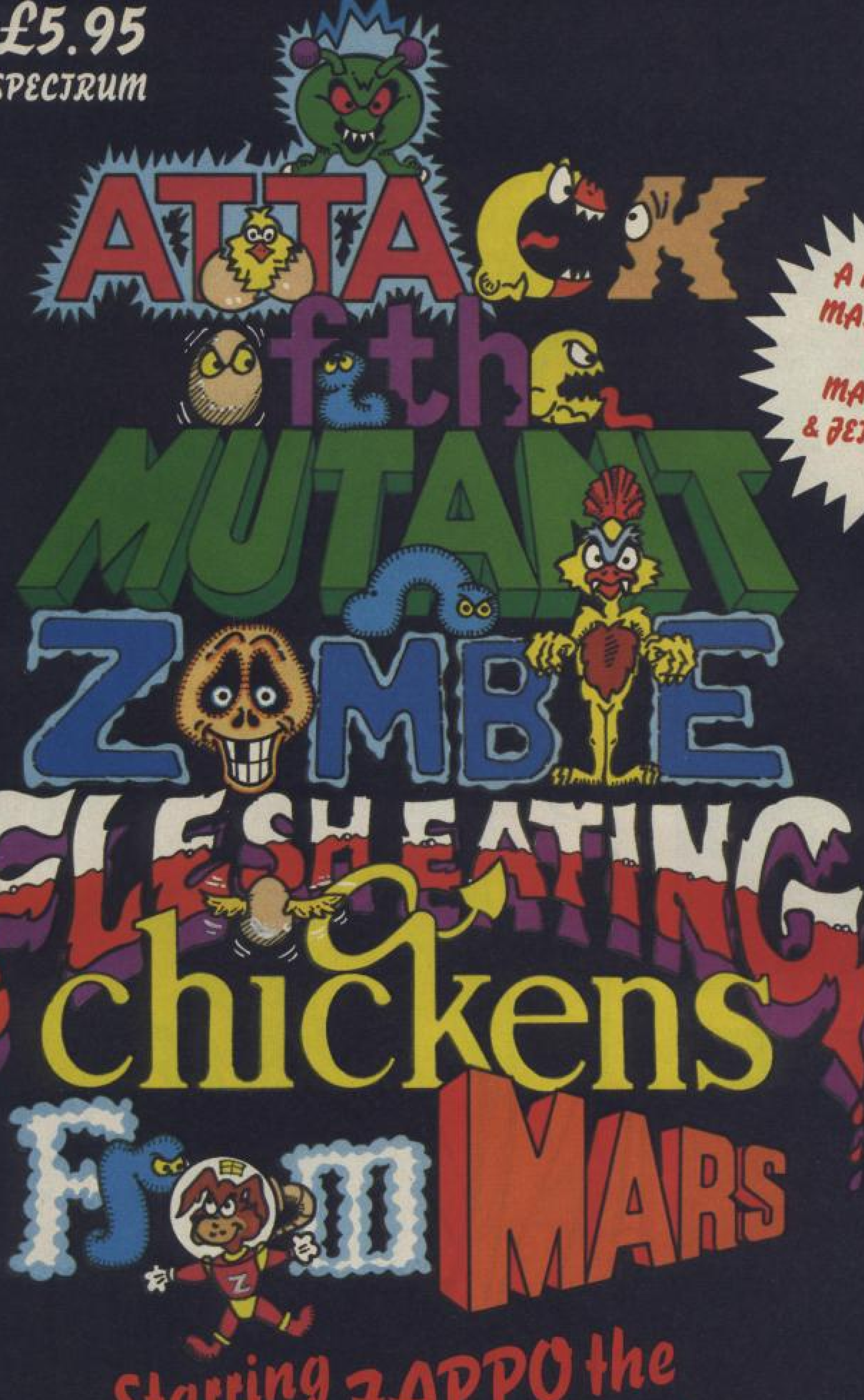
***The Great Escape*/Ocean**
The details on the buildings are brilliant, even though your fellow POWs are wet drips!

***Elite*/Firebird**
The dogfights are very realistic — I sometimes feel dizzy from all the loops and rolls!

***Shockway Rider*/FTL**
Very original, and good fun to play, but it shocked me to see how violent it was.

***Chuckie Egg*/A'n'F**
Well, what did you expect? This is a triffic game and I love it!

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A new game from MATTHEW SMITH author of MANIC MINER & JET SET WILLY

Starring ZAPPO the DOG

Dry, dusty deserted field, in the heart of Arizona. Soft rest the landing claws of the Martian silver ship. Many were the cackles of delight from tall and vicious chickens. Oft strolled through cheery cactus grove went Zappo our young hero, showed peacefully contentment. A broken shell of Elephant Bird across his path became. His eyes and ears alerted up. His nose a-twitchy raised to the wind. He saw them leave their silver ship; he saw their mutant hatching. He heard their evil plans for dogs and beasts. He said, "I shall not fear these fiends from Planet Mars, they are but chickens". He wished he hadn't for every single chicken turned to where he stood, and hoisted up their fearsome weapons. With nothing left to do, he jammed the broken egg shell on his head. The confusion reigned for half a tick and while he ran away, a thousand flaming bolts of fire burst all around his tail.

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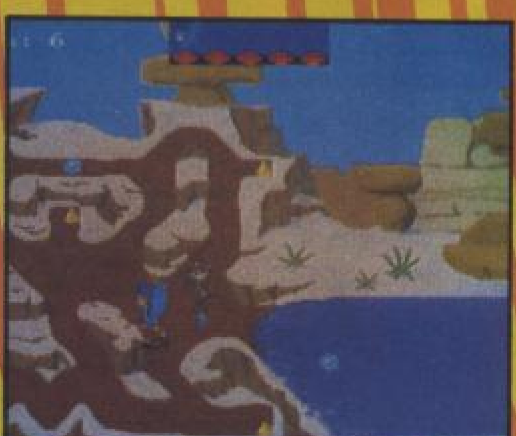
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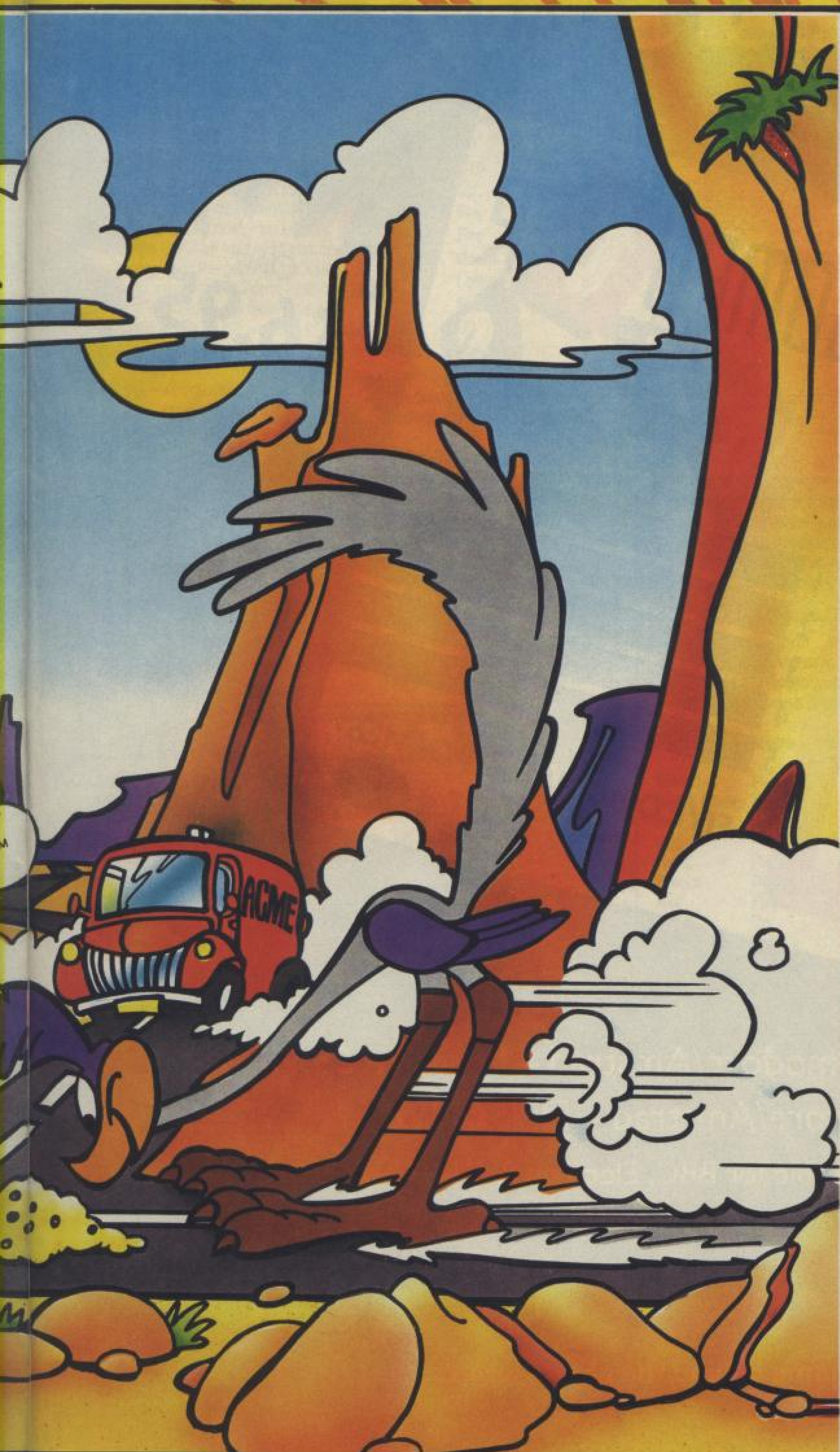






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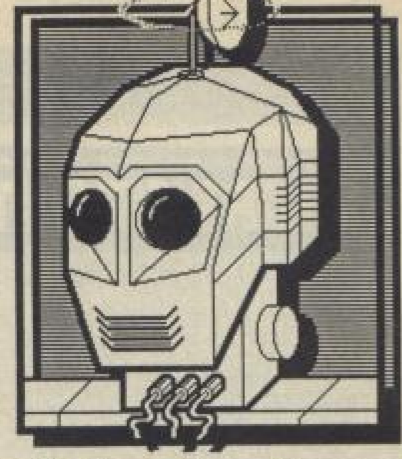
We're sure you'll overcome all the dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise its sorry, goodnight and "Burp Burp"!!!

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HACK FREE ZONE



And now, from Norwich, it's the quiz of the week... dan di dan, dan di dan, dan di dandant dant dan... and here's your host, Hex Loader!

Click, bzzzzzzzzzzzzzzzzt. Ne-hah! Hello, good evening and welcome to the bouncing hints'n'tips chat/ quiz/game show you've come to know and lurve, Hack Free Zone. I'm your glitzy cheezlet and velvet collared host, Hex Loader, and for the next half hour we'll immerse ourselves in the general fun loving dribble that is 'The Zone'. Hiya hiya hiya! Hello to all my fruity little yoghurts, and a big wet kiss to all of you Zoners who sent in a tip this month. (Smack! Slurp!) Hah, sincerity? You can't buy it!

And our contestants this week are all from Purley, Norwich, Braintree and Ipswich... except the ones that ain't. Har har. Just a little joke there. Daaaaan daaaaaaaaaaaan!

DRAGON'S LAIR

Okay, fingers on buzzers. Here's your starter for ten... how do you finish *Dragon's Lair I* (Bzzzzzzzzzzz) Yes, **Robert Brand** of North Shields? **"It's a snip! Here's the continuation of the solution started by Anthony Hetherington in the March *YS*.**

Level 2 (Skull Hallway)

Nasty	Move	Count (Jumps)
Skulls	Up	10
Hand	Fire	3
Skulls	Up	10
Hand	Fire	1
Hand	Fire	1
Bats	Down	8
Goo	Left	5
Hand	Fire	3
Goo	Up	6
Hand	Fire	1
Goo	Right	4

The Goo has to be dodged perfectly or it's goodbye Dirk!

Level 3 (Burning Ropes)
This level is simple, apart from one place where the fire button has to be pressed at exactly the right time. The ropes swing in five distinct positions; far right, mid right, centre, mid left and far left. The fire button must be pressed when the rope is in the 'mid' positions. Then you'll get across. It's not worth swinging back and forth on the rope 'cos you'll fall off!

Level 4 (Weaponry)
Here you employ the same tactic as Level 2, but the nasties are different. Proceed as follows:

Nasty	Move	Count (Jumps)
Sword	Fire	4
Ball & Chain	Fire	4
Jug	Left	5
Axe	Fire	1
Head	Right	3
Shield	Right	6
Axe	Fire	1
Head	Up	3
Axe	Left	3
Arrow	Fire	4
Arrow	Fire	3
Shield	Up	2

Level 5 (Giddy Goons)
If you're using the joystick, you're in for a tough time, as the enter key comes into play. It's quite easy, as there's no rush. When there are only three walls left, kill the nasty and run to the left (you don't need to jump). Run into the goon and keep your finger on the fire button. Eventually you'll kill the last goon and jump onto the final platform.

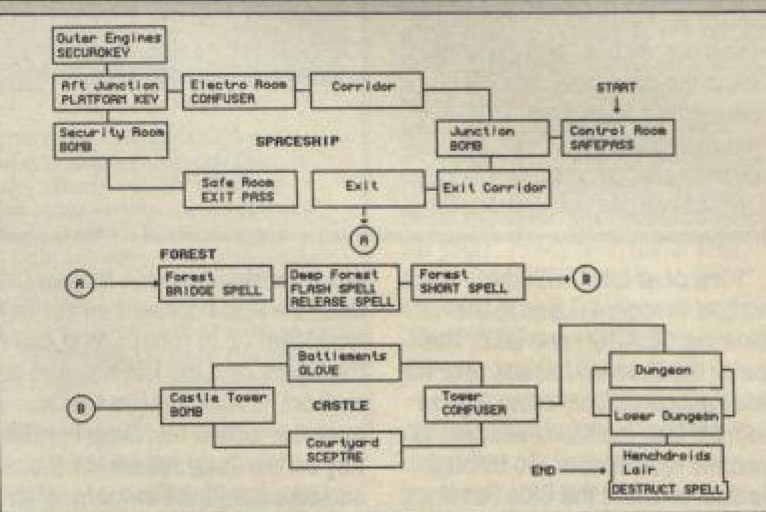
Level 6 (Tentacles)
Once again the level 2 and 4 tactic comes into play. Tentacles coming down are slashed, and those coming up should be jumped.

Level 7 (Disc Park II)
This is identical to level 1's disc elevator, apart from the fact that you jump onto it from the right hand side. Just hold down all the control keys at once, and you'll stay where you are.

Level 9 (Get 'Singe'd)
WARNING: This stage will start as soon as it's loaded — there's no 'Press Enter' message.

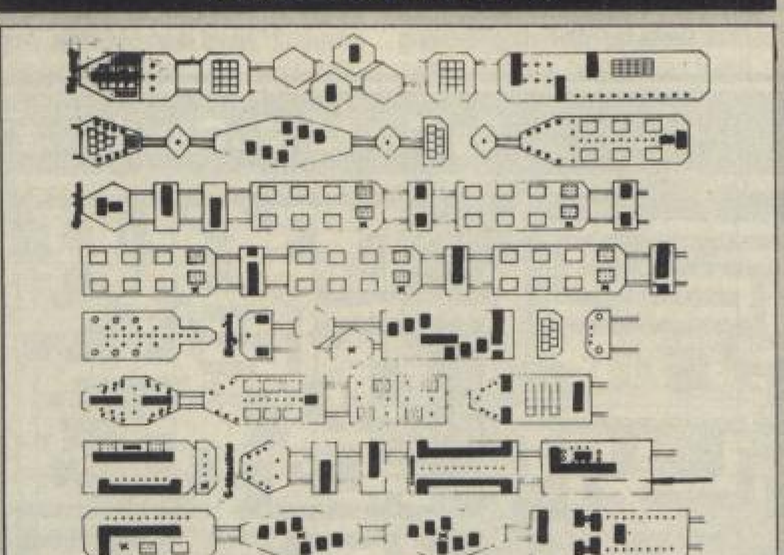
All of the rocks can be hit three times by Singe. I haven't been able to get past the 'mush', so I can't say how you can get the dragon on his deathbed. (Ahhhh). So all you Dirks will have to work this out for yourselves." Well thanxx a lot, Dirk-brain! Two points to you, plus a *YS* badge.

FUTURE KNIGHT by Paul Plinkitt



Fuchia night? Is that a sort of violet evening sky? Oh, *Future Knight*! Ha ha ha ha ha! Oh, I'm a silly old Hex, I really am. I can't help it. Mummy dropped me on me data buss when I was little, ever since then I can't understand anything unless people speak clearly up my trouser legs. Well here's a map of *Future Knight* by **Paul Plinkitt**, to help me get over my misfortune (sob).

URIDIUM Pt 3



Ahh, at last! And far in advance of our contumacious competitors' efforts to copy us (see your local branch of WH Schmidt's), we bring you the final part of **Dave** of Didcot's map of *every level* in Hewson's spiffy shoot'em out, *Uridium*! This really was a feat of some daring and skill, Dave, and our hearts go out to you...(squelch! Eurrr!)

SHORT CIRCUIT Part 1

Wow! *Short Circuit* has only been out for about half an hour and no sooner does it hit the streets than we get a complete solution *and* a map! From the *same people!*

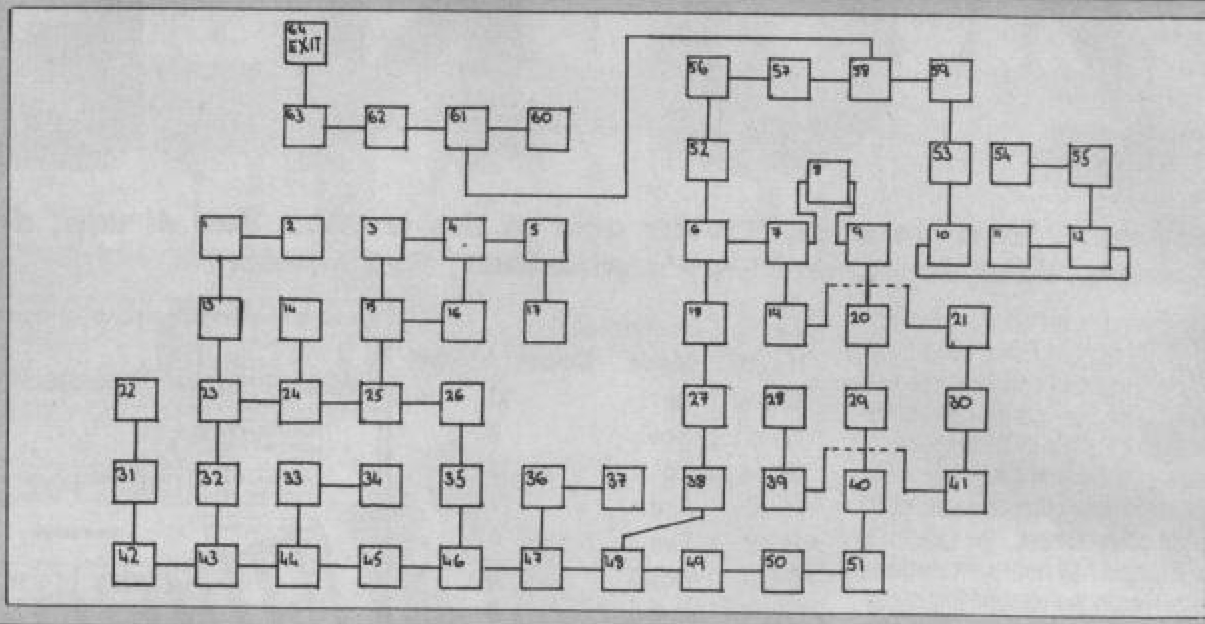
Karl Fudge and **Ian O'Connor** of Fife (peeep!) in Scotland have trundled their little wheels around the game and given me this chunk of stuff which is so big I'll have to serialise it. Okay, my little banana trousers, here it is, fingers on buzzers, for Part One of *the* solution:

SHORT CIRCUIT

by Karl Fudge and Ian O'Connor

Life might not be a malfunction, but sudden death at the hands of the enemy droids is! So, Number 5, be prepared! Use the map here in connection with the tips in the hints 'n' tips section of this warm and frootly issue, and you'll survive to 'Input Data' another day! Oh you little cutie! Many many many thanxx and a big smacker to **Karl Fudge** (Mmm, my favourite sweetie) and **Ian O'Conner** for this stupendous feat.

So use the map here in combination with the fruity hints and asparagus tips in the main body (whoor) of this month's *Hack Free Zone*, and you can't go wrong... well, any wizardly pilot error is down to you. Can't say we don't give you anything.



"First of all LINK with the terminal in room 2. Load in the following: SEARCH and USE. Then search the Drawer Unit and take the Blue Passcard. From room 2 go to room 32. Use the Blue Passcard to open the locked door. Go through the door and use the Blue Passcard again. The door will now stay open. Then go to room 34 and LINK with the terminal and load: DROP. Then drop the Blue Passcard on the workbench in this room. Now go to room 22 and search the Spares Box, Robot and Desk. Take the Red Passcard from the Desk, the Lazer (sic) Software from the Robot and the Jump Hardware from the Spares Box. Go to room 25 and use the Red Passcard to open the door. Go through the door and use the Red Passcard again. The door will now stay open. Then go to room 47 and drop the Lazer Software and Jump Hardware on the Drawer Unit. Drop the Red Passcard on the Sofa. Now head up to room 5, and search the Desk. Take the File Key and go to room 42. Use the File Key to open the locked file. Drop the File Key on the Sofa, search the file, and take the Pink Passcard. With the Pink Passcard go to room 5 and open the locked door. Once inside the room search the Drawer Unit and you'll find a Drawer Key. Take this and head off to room 16. Open the Drawer Unit and search it. Inside is a White Passcard. Take this and go to room 36. Drop the Drawer Key in the Plant Pot for future use. Use the Pink Passcard to open the locked door, but beware when entering the room 'cos within is an enemy droid so get in and out very quickly. Drop the Pink Passcard on the Table for future use. With the White Passcard go to room 44. Use the White Passcard to get through the door (you can only use this one). Once inside there's no turning back! Go straight to room 36, because the droid that was in 37 has moved to 26. Search the Plant Pot, and take the Drawer Key that you left there earlier. Go into room 37, and unlock the Drawer Unit. Inside is a Grey Passcard. Take this and drop the Drawer Key somewhere. Exit this room, and pick up the Pink Passcard from the table..." What? What's next? Whadda you mean, I've gotta wait until next issue? Hurumph!

SHAO-LIN'S ROAD

And the next contestant in our quiz quiz quiz, is (Yie-Arrrrrr) **Simon Ward** of Berks. Here's your question, is there a cheat mode on *Shao-Lin's Road*?

"Yes there is." Well, stop chewing that sock and tell us all about it. **"Okay! The solution to playing *Shao-Lin's Road* is as follows: When the game loads set the controls to your choice, then press the comma key, followed by the down cursor key. Keep them down, and you'll be flicking through the levels. Release both keys at the desired level. I have only tried this on my Spectrum+, but it might work on other machines."** Well! Ain't that just the bee's nose? Thanxx a lot, Simon.

FIST II

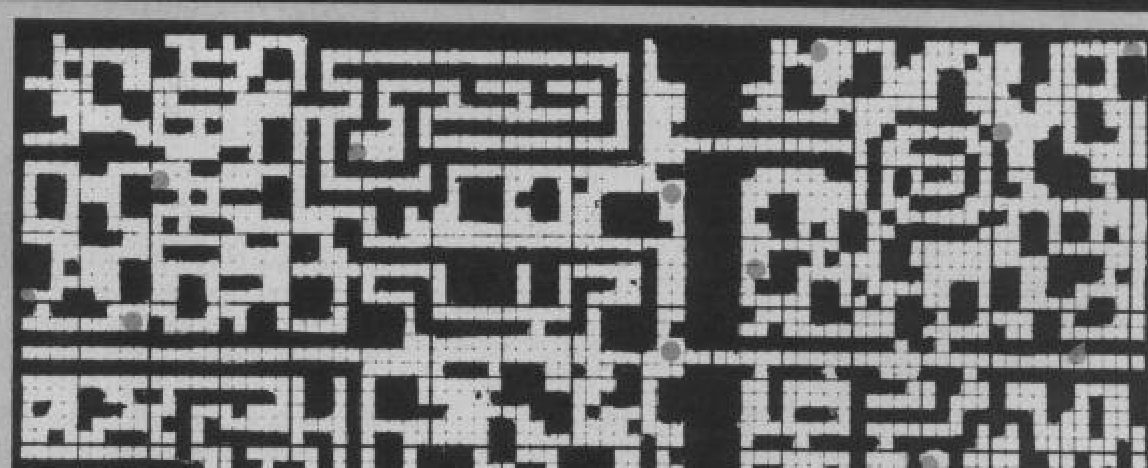
"Aaaaiiiieeeeeyyyyaaaaahhhhh!" What? What what? Wazzat? **"Hyah!"** Oi! Gerrof, leave me alone, I'm trying to do a quiz show! **"Yah yah!"** Tsk! I've only just got rid of one pyjama suited chappy, and another one jumps out of the flippin' closet! Who are you? **"Nigel Ison of Staffs. And**

FEUD

by David McCandless

Never, in the field of human conflict, has so much been owed to so many by so *Feud*. Ho ho ho ho! I thought I'd just slip in another little joke. (*So where is it? Ed.*) Anyway, here's **David McCandless'** super duper stupendously spiffing *Feud* map. Here, laid out before you is a cartographical charmer, a map which makes the *Sunday Times Atlas Of The Whole World* look like a very thick book indeed! Still, it may help you slay that loopy Leanoric!

And don't forget, the final solution to this month's megagame is in next month's *Hack Free Zone*. Can you wait four short weeks? You can't? Well tough cheddar, cheese footballs!



I've got a complete solution to *Fist II*." Yeah? Well, great. Fling it across... (whack!) Ow! Not *your* fist, dummy. *Fist II*! **"Oh sorry, Hex. Slight misunderstanding... Okay, for the purpose of this solution let's have L=Left, R=Right, D=Down, and U=Up. And it goes like this: R, D, R, U, L, PRAY, R, U, R, U, R, U, R, D, R, GET SCROLL, R, D, L, PRAY, R, R, D, L, JUMP HOLE, GET SCROLL, R, D, L, U, R, U, R, U, R, D, R, D, L, JUMP HOLE, PRAY, R, D, R, GET SCROLL, L, PRAY, R, DOWN, R, GET SCROLL (hidden behind panel in hut), D, R, D, R, U, L, PRAY, R, U, R, U, R, U, R, U, R, D, R, D, L, PRAY, R, D, L, D, L, U, R, D, R, D, R, D, L, PRAY, R, D, L, PRAY, R, U, U, R, D, R, D, L, PRAY, R, (When you go in the cave to the right of the ladder, you must somersault or you'll fall down a hole), R, FIGHT WARLORD. As soon as you've beaten him to vermicelli, that's it! You've done it!"** Vermicelli? Wasn't he an Italian painter? Oh no, that was Botulism. Sorry, do go on.

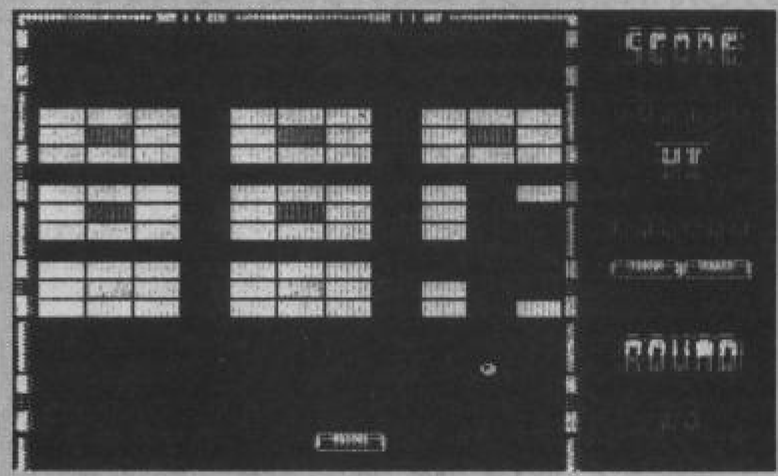
"And now for some fighting tips — NINJA: The safest move is a sweep or a floor punch. PANTHERS: There are only two moves which can kill them, and they're a mid-kick or a floor punch. PEASANT SOLDIERS: The best move on these is the flying kick. Try to do about three at a time.

"Here is a table of the most powerful kicks and punches:

1 - Flying kick	7 - High punch
2 - Roundhouse	8 - Floor punch
3 - Back kick	9 - Back sweep
4 - High kick	10 - Low kick
5 - Mid kick	11 - Low punch
6 - Sweep	

"And that's it! Do I get a prize?" Yes, a *YS* badge, and think yourself lucky I don't give you a kick up the trousers an' all! Tch! Feh! Fumf! And the next one please!

ARKANOID by Marcus Berkmann



Here's my tips for the hardest level in Ocean's engrossing wallbatterer — number 23. You start with nine of those 3-by-3 grids of bricks, and okay, it looks relatively tricky but no more so than any other level. Wrong! On each grid, the outer eight bricks are of the fiendish silver variety that need to be hit more than once — and on this elevated level you'll find that you need to bash 'em four times! And there are no rinky little capsules to help you either — not until you've blasted through the silver blighters, at least. All you can hope for is that one of the nine coloured bricks inside does eventually glean a capsule — and then it's got to be a goody! To start, try and aim the ball so that it bounces into one of the horizontal gaps — bottom right is best. The ball should ricochet enough times to get through the first silver bricks and maybe your first capsule. Other than that I have no answers. It's just *hard*!

FEUD

Solutions for this little number are feud and far between... ha ha ha ha ha! But here is our next contestant from Somersham in Cambs, to tell us all about it! (applause). Hello, what's your name? **"David McCandless."** Hi there David, and how long has your McCand been missing? Ho ho. Just a little joke there, Dave. **"Very little. And it's David."** Oh ho ho. Well off you go then.

"Okay, here are my tips. Always look for herbs which make up missile spells like Fireball, Lightning and Sprites as these are more effective. Once you've armed yourself with a spell, never leave the book open at the corresponding page as the spell will disappear if you do. Beware when entering the herb garden (bottom left on the map) as there is a guardian which chases you and drains your energy. To kill Leanoric quickly, simply arm yourself with three missile spells and wait by your cauldron. Leanoric will appear after a while, totally vulnerable to your spells. If you find that Leanoric has a herb before you, just move into a neighbouring screen and wait for a minute or two. Then re-enter the screen and the herb will be back again." Okay, that sounds fine, but for three bonus points and half a fridge freezer, can you tell me all about the spells you need? **"Sure I can: Teleport — this spell will teleport from anywhere you like back to your cauldron; Protect — this one will make you invulnerable for a short while; Sprites — this is a missile spell; Zombie — this will create a slow moving zombie that'll follow you around. If Leanoric is on the screen the zombie will appear on top of him, draining his energy; Swift — this allows you to move at twice the speed for a short time; Freeze — if Leanoric is on the screen, this will stop him from moving; Dopplegänger — will produce a replica of you which will divert Leanoric's attention while you do other things; Lightning — a missile spell; Invisible — guess what this does; Reverse — will make Leanoric move in the opposite direction to the one he wants to; Heal — self explanatory; Fireball — a missile spell. That good enough for you?"** Pretty darn good! Well done, David. (PS. You can see David's hacking (ptui!) work on the *Hacking Away* page, as he's one of ZZKJ's regular contributors!)

Bzzzzzzzzzzzzzzzzzz! Oh dear oh dear, I'm afraid that means we're out of time for tonight, ladies and gentlespoons, so you'll have to wait until next time to see all the rest of these fan-flippin'-tastic arcade hints'n'tips. And scores this week are **Ariya Priyasantha** 200, the Rest Of The World, nil... What? Ariya isn't in the show? Next month, bub, with a solution to *Contact Sam Cruise*. Watch out for it, Blue Eyesh!

Okay viewers, see you next time, same time, same channel, same load of old twallap. I'm Hex Loader and this is the end of the show... and *remember* it's your votes that count, and opportunity only knocks once, then it goes out for a bite to eat. That reminds me, I'm hungry.

Byeee!

Click Bzzzzzzzzzzzzzz...

HEX'S HEROES

Click Bzzzzzzzt. Hey, what are you doing in my dressing room? Get lost! I'm getting changed! Oh, you want to know about Hex's Heroes? Oh okay then, deary, pull up a wardrobe mistress and sit yourself down.

I tell you what, there's more and more animals getting hi-scores on top-selling games these days. It's quite incredible how adaptable household pets and zoo-fed camels are, but the evidence is right here in these photos...pass me that album. (Rustle flip rustle). There, look at them...

This fine young puss is **Steve Blake** of Bradford, and he's got a story to tell you about *The Great Escape*. **"On the 11th January I escaped from the prison in *The Great Escape*. There is one thing I want to know. I've heard there is a rope, but I can't find it anywhere. Please tell me where it is. PS What's your second name?"** The rope is in one of the tunnels you should have gone through to escape...how on earth did you miss it? As to my second name, it's Loader, or did you mean my middle name? Well I'm not telling! (Rasp!)

Eurr! What's this one? It looks...well, I really can't say...what exactly do you mean by this outrageous photo, **Gordon Cobb** of Newcastle Upon Tyne? **"I have completed *Dynamite Dan II*. Isn't that just fab? The piccy is in fact a rubber glove full of water. It's at least one and a half foot long!"** The things some people will do to get a laugh.

And finally, we have...yes, you guessed it, a zoo-fed camel! His name is **Martin Stonebridge**, and he's got a Feud tips for few...I mean a few tips for *Feud*, in fact...he's got a complete solution! He's completed the game and noted down the exact procedure. WOW! (Watch this space for next month's exciting episode.) Okay, lovey deary possum, here's an autograph for you, now be a deary lovely possum cherub and close the door softly on your way out, I've got a teensy weensy headache...(WHAM!) Aaaaaa!

Click bzzzzzzzzzzzzzzzzzz.



Steve Blake
The Great Escape/Escaped



Gordon Cobb
Dynamite Dan II/Completed



Martin Stonebridge
Feud/Completed

A YS WARGAMES SPECIAL

ON THE WARPATH

War! What is it good for? Absolutely everything if you're a fan of computer wargames. And if you're not, *Richard Blaine* reckons you should be!

Computer wargames have been around for quite a while now — CCS brought out one of the very earliest, *War*, way back in June 1984. However, they've never really had the appeal of arcade games, though I can't really see why. All you need to play arcade games are fine-tuned reactions and a good joystick wrist — there's often no need to engage your brain at all. Wargames, on the other hand, you have to think about. Haven't you always wondered what would have happened if Germany had won the war, or if Julius Caesar's boats had sunk. So, if you're getting bored with zapping aliens why not treat yourself to a real challenge — give a wargame a go!

Action Stations

Wargames give you the chance to refight the great battles of history. You have to bear in mind all the different things that affect how well your troops will fight — how to supply them with food and ammo, how to keep their spirits up, where your reinforcements are coming from, when you should attack, and when the best thing to do is run away!

Most wargames are historical. As different periods of history interest different people, there's a wide range of games, one of which is sure to suit the period of history you're into. You can travel back to ancient Rome and fight the Punic Wars all over again in Lothlorien's *Legions Of Death*, or you can fight in the Napoleonic Wars in *Austerlitz*, also from Lothlorien. Then there are the WWII games such as *The Bulge, Battle Of Britain, Vulcan* and *Iwo Jima* and games based on more recent conflicts, such as PSS's *Falklands '82*. Alternatively, if you're interested in such things, there are games based on less obvious battles, such as *Johnny Reb II* from Lothlorien which is all about the American Civil War.

Some wargames, though, aren't based on battles that have actually happened, but on what might happen in the future. PSS's recent release, *Battlefield Germany* is an example. In this game, the Russians invade Germany, and the Third World War starts.

Let Battle Commence!

Wargames tend to follow certain set patterns. Your playing area is usually a map which scrolls as you move. The map is divided up, usually invisibly, into a grid pattern. Sometimes this is made up of squares, sometimes it's made of hexagons, and it's used to show the movements that the units of your army are able to make. Units occupy one square or hexagon and can move a certain number of areas each go.

Each type of unit has its own abilities and these will be explained in the rules. The units are likely to have ratings, representing the number of men they have, how well trained and supplied the troops are, how high their morale is and so on. When you get on to the more complicated wargames, these factors will have been taken into account in the programming so that you may find yourself unable to do certain things 'cos your men are running out of ammo.

You move around the map using the cursor keys or a joystick to shift an on-screen cursor. If you put this over one of your units, you'll be told some information about its status — what it is, how well armoured it is, what its morale is like and so on. When you press the fire button you'll be able to order that unit to move where you want it to. If you move it next door to an enemy unit you'll be able to order an attack on it. The computer will compare your unit's strength to the enemy's strength, consult a set of rules laid out by the programmer and, with the aid of a random factor, decide the result. Your attack may be repulsed, or you may win — this usually depends not on luck, but on how clever you've been beforehand at manipulating the situation.

When you (or the enemy) reach certain goals, such as killing the opposing general or capturing an important bridge, the game finishes. Whatever your goal is, it won't be easy.

Total War

There are a large number of excellent wargames available, usually published by two or three main companies. CCS has a great range, including *Arnhem, Desert Rats* and *Vulcan*, while PSS does a huge selection — *Theatre Europe, Iwo Jima, Falklands '82* and *Battle For Midway* being some of its titles. Lothlorien tends to bring out games based on battles further back in time, such as *Johnny Reb II* or *Legions Of Death*, while Century Communications' *Battle Of Britain* is a cracking game. One word of warning, though. Don't expect wargames to be easy — they're complex and need a fair amount of rule-studying before you can really settle down to a game, but once you do, they're very rewarding. And don't be put off by the fact that you might pick up some history while you're playing — it's fun to see how far you can alter what *did* happen into your idea of what *should* have happened. And if you start playing the future wargames, then who knows, you might hit on a brilliant idea for world peace that Reagan and Gorbachev haven't even considered — you see, everybody really does want to rule the world!

273BC	**Annals Of Rome**/PSS
264BC	**Legions Of Death**/ Lothlorien
1805	**Austerlitz**/Lothlorien **Napoleon At War**/CCS
1815	**Waterloo**/Lothlorien
1854	**Red Coats**/Lothlorien
1861	**Johnny Reb**/Lothlorien **Johnny Reb II**/Lothlorien **Yankee**/CCS
1879	**Zulu War**/CCS
1915	**Gallipoli**/CCS
1940	**Battle Of Britain**/PSS **Their Finest Hour**/ Century Communications
1941	**Bismarck**/PSS
1942	**Tobruk**/PSS **Vulcan**/CCS **Desert Rats**/CCS **Battle for Midway**/PSS
1944	**Overlord**/Lothlorien **Arnhem**/CCS **Pegasus Bridge**/PSS
1945	**Iwo Jima**/PSS
1982	**Falklands '82**/PSS **Paras**/Lothlorien
Future	**Theatre Europe**/PSS **Confrontation**/Lothlorien **Battlefield Germany**/PSS **Fortress America**/PSS **Taktix**/PSS **Apocalypse**/PSS

BATTLEFIELD G

With this game, PSS has returned to the territory it covered in *Theatre Europe* — World War III. The massed forces of the evil empire (Reagan-speak for the Russians) pour over the dividing line between the oppressed eastern bloc and the wonderful world of democracy. This line runs down the centre of Germany, though what the Germans think of this idea the game doesn't go into.

This is a triffic game, though — one of the best wargames for the Speccy that I've seen so far. It's very complex, though, so don't choose it as your first ever wargame, 'cos I suspect you'll get nowhere. It's a two player game, although your adversary can be the computer. On one side are the Russians and their allies in the Warsaw Pact, while on the other are the forces of Nato consisting of most of the countries of the free world.

Each side has a variety of different types of unit. The infantry are tough but slow, mechanised infantry move a bit faster while armour units are big and butch and terribly tough. The armoured cavalry are semi-tough and fast, airmobile troops are really fast, airborne paratroops tend to drop on your head and the mountain troops spend a lot of time on the piste.

The screen shows two maps — a large tactical one which takes up most of the screen, and a smaller strategic one that sits in the top right hand corner. The large map is divided up into hexagons, each 30 kilometers wide and you're able to look at a particular part of the front in detail. Up to four units can fit inside each hexagon at a time, though you can only see the top one. The others are revealed when you want to have a quick dekko though.

Below the little map you get all the information you request. You're told how well supplied the unit you're enquiring about is, what its combat strength is, how efficient it is, how far it can move in a turn and whether it's tired and wants to go home. All these things play an important part when you're trying to decide when a unit should stand and fight and when it should hightail it out of there.

The Russian objective is to break through the Nato defenders and reach the Rhine as quickly as possible. However, they've got to make sure that they don't overstretch their supply lines, 'cos otherwise the Red Army's done for. The Nato forces have to keep the Russians stalled for as long as possible, holding out until fresh reinforcements arrive from America. Both sides have the option of going nuclear when things go wrong, but it's not advisable — neither side wins and Europe's transformed into a radioactive desert.

Battlefield Germany's a really great game, all things considered. Graphically it's wonderful, and the game play is tough enough for even the dedicated wargamer. It's not really a game for beginners, but once you've got the hang of wargames, you're sure to want to try this one!

Graphics	
Playability	
Value for Money	
Addictiveness	
	9

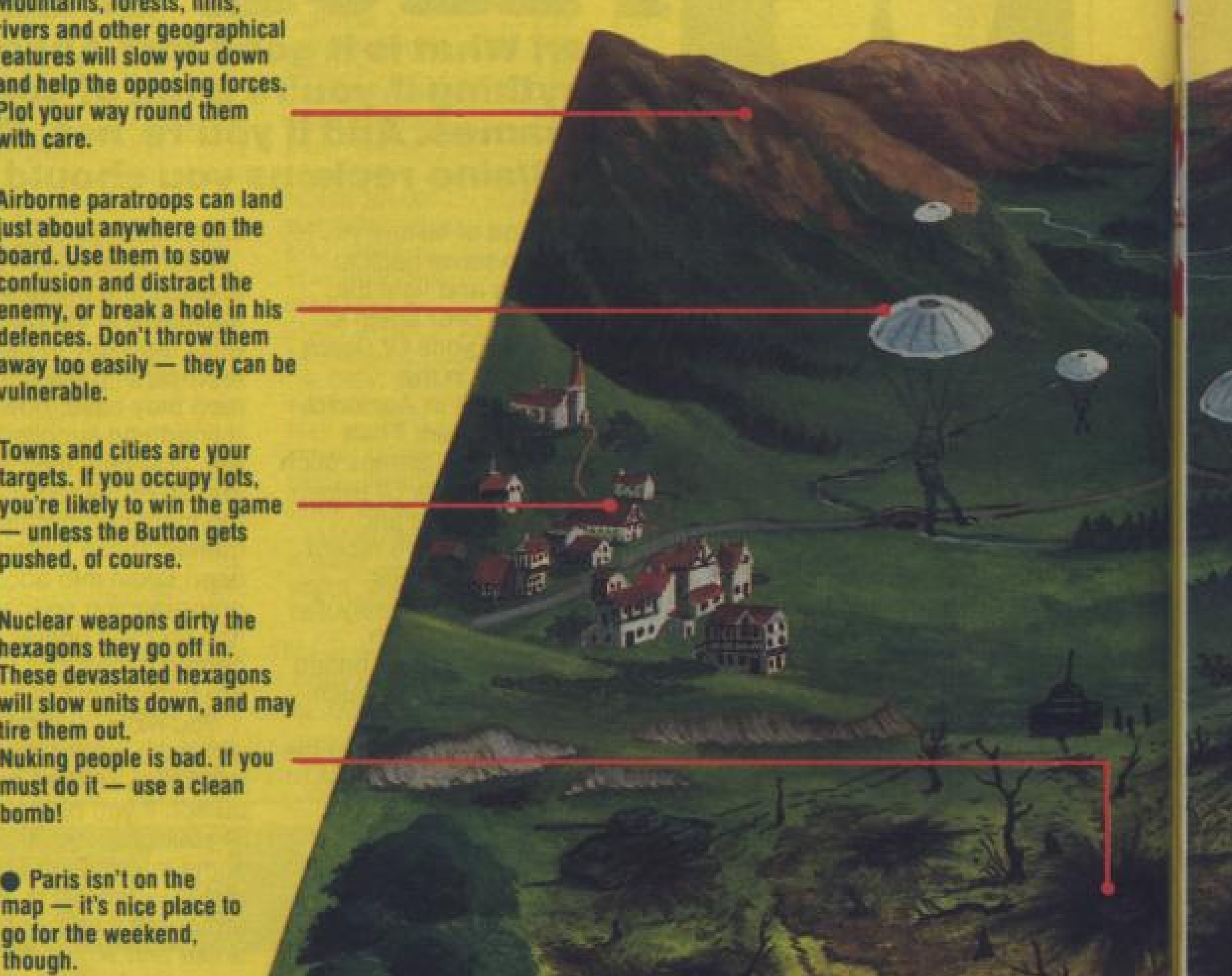
Mountains, forests, hills, rivers and other geographical features will slow you down and help the opposing forces. Plot your way round them with care.

Airborne paratroops can land just about anywhere on the board. Use them to sow confusion and distract the enemy, or break a hole in his defences. Don't throw them away too easily — they can be vulnerable.

Towns and cities are your targets. If you occupy lots, you're likely to win the game — unless the Button gets pushed, of course.

Nuclear weapons dirty the hexagons they go off in. These devastated hexagons will slow units down, and may tire them out.
Nuking people is bad. If you must do it — use a clean bomb!

● Paris isn't on the map — it's nice place to go for the weekend, though.



Infantry move slowly and should be used to consolidate captured territory and hold it against counter attack.

Armoured troops are your first attack. Don't expect them to hold the important places for long, though, 'cos they'll need help.

Don't let your armour get bogged down — it's best as a mobile force, used to punch holes through enemy lines.

Illustration:Ken Oliver

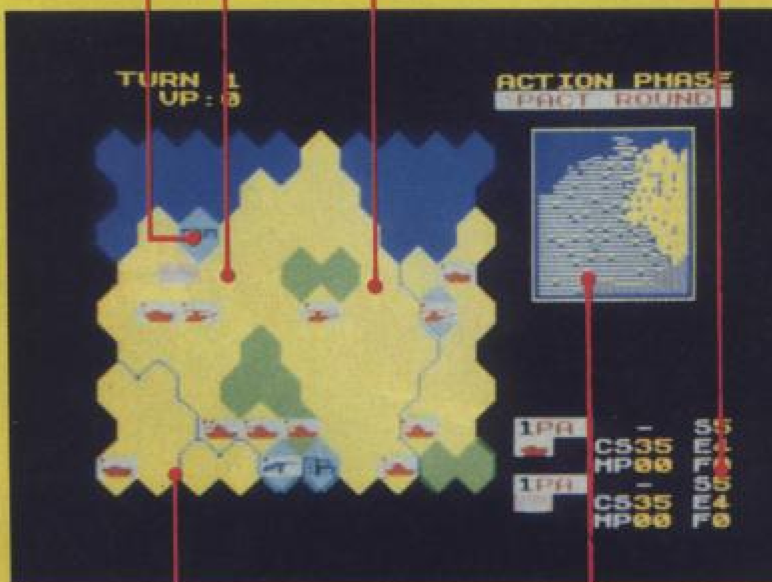
GERMANY

The tactical map shows an area about 300 kilometers square. The top unit in each hexagon is shown as a black silhouette against a blue (Nato) or red (Warsaw Pact) square. If there are other units in the hexagon they're shown by one or more dots in the top left of the square.

This is where your status displays appear for the units in a hexagon. You can find out the unit type, how strong it is in combat, how efficient it is, how far it can move and how well it's supplied. You can also find out what it's called — who knows, you may want to invite it to tea!

Units must be able to trace a supply line to either their home map edge or, for Nato forces only, a port. This supply line can't pass through hexagons in an enemy unit's ZOC.

The hexagonal grid over the map shows you your movements and where the enemy units are.



Each unit controls the hexagons surrounding the one it occupies. This is its zone of control or ZOC for short. Retreating units can't move into a ZOC, nor can supply routes be traced through them.

The strategic map covers most of Germany, part of Denmark, Belgium, the Netherlands and Luxembourg, a bit of Switzerland and France and a fair amount of the North Sea.

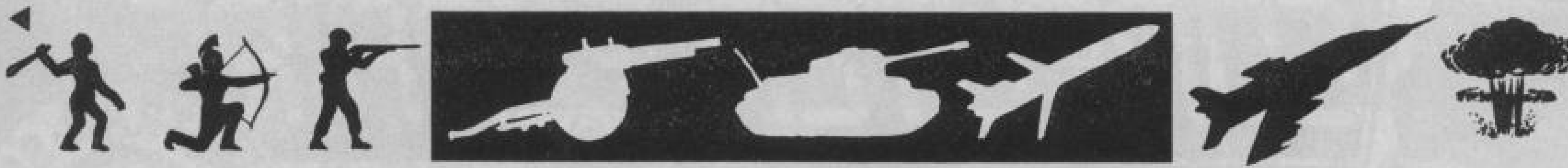




When you send in the tanks, make sure the mechanised infantry are right behind. They pack quite a punch in attack, and are strong in defence as well.

Mountain infantry have a major advantage in rough terrain, so use them in wooded or mountainous areas as they'll move quicker than other non-airborne units.

Airmobile troops can be devastating in attack. They can skip over enemy lines and attack rear echelon troops, causing havoc and isolating your opponent's front line.



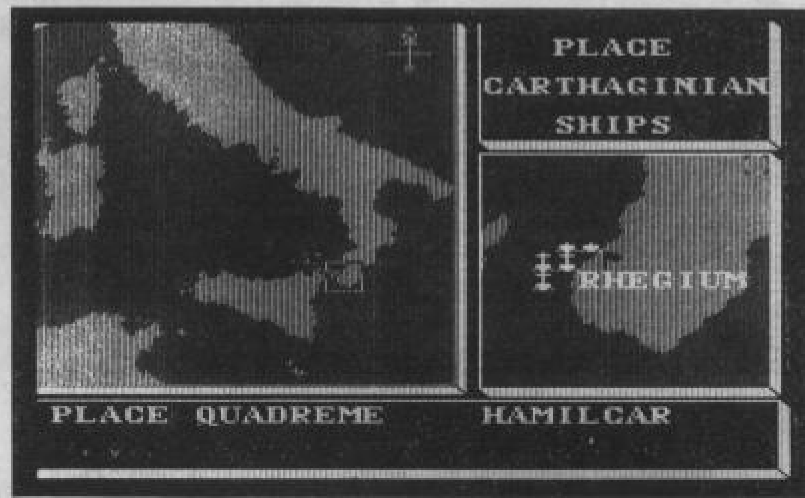
LEGIONS OF DEATH

Lothlorien/£9.95

This is a two player strategy game set around 200BC, the time of the Punic Wars between Rome and Carthage. One player commands the Roman navy, and the other commands the Carthaginian fleet and each side has to try and sweep the Mediterranean clean of the enemy's ships.

First of all each side has to build up its navy. You'll need fast galleys, called biremes, to grab money from outlying ports and zip it back to you. But you'll also need some bigger, tougher ships 'cos you can be sure that the enemy is going to come steaming (well, rowing, anyway) after you.

Movement is as simple as building ships. The main map shows you the whole playing area — the Mediterranean between Italy and North Africa. To the right of the big map is a smaller tactical map — a blown up view of the area surrounding the cursor on the main map. To move around you choose the move icon, put the cursor over one of your ships on the tactical map and move the cursor to where you want it to go. Remember, though, that ships start off slowly and build up speed, so don't expect to sail from Carthage to Rome in one go. Also, ships are gurt big clumsy things and they tend to run into each other. Not that this is a bad thing — the better you get at ramming the enemy, the more likely you are to win, 'cos if you ram them often enough, they'll sink!



The only things missing from *Legions Of Death* are the legions themselves — nary a foot soldier in sight, they're all sailors! However, it's great fun, so let's hear that old Roman war cry, *Delenda est Carthago*, and into the galleys, lads!

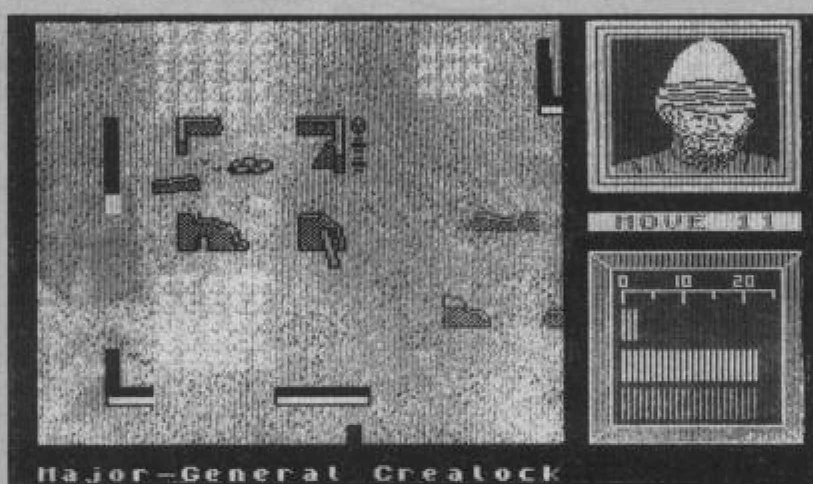
Graphics / Playability / Value for Money / Addictiveness — **8**

ZULU WAR

CCS/£8.95

If you've never played computer wargames before, this'd make a great game to start with — it's easy to understand, the graphics are simple and colourful and it's an interesting subject.

The game's set in the 1800s and the action takes place just after the gallant defence of Rourke's Drift by the Brits. It's a one player game, and you take the part of the commander of the British army, fighting against the computer-controlled Zulu hordes.



Part of the attraction of this game is that it looks like one of those table top wargames. The troops of each side are shown on the map as if they were model figures, seen from above, and when they fire, little bullets streak out to hit the target (or not, depending on your aim). Giving your troops orders is dead easy. The computer goes through each of your units in turn and you can order them to move, or fire in a particular direction. If one of your units ends up next to some Zulus, you get a round of hand-to-hand combat. Your units are shown by a square of soldiers — five by five for the larger units, going down to one by one. As your men get injured the squares shrink, and when they get below one figure they're destroyed altogether.

A status display to the right of the map window gives you information on the strength of each unit, how brave it is and how efficient it is. As the game goes on, and the situations change, these levels change too. Once you've slaughtered all the Zulus you can find, and won through to the Zulu capital, the game's over and you've won.

That's really all there is to it — it's simple and zips along quite speedily. Not an easy game, but challenging and aabsorbing and definitely a good buy for the beginner.

Graphics / Playability / Value for Money / Addictiveness — **7**

TOBRUK

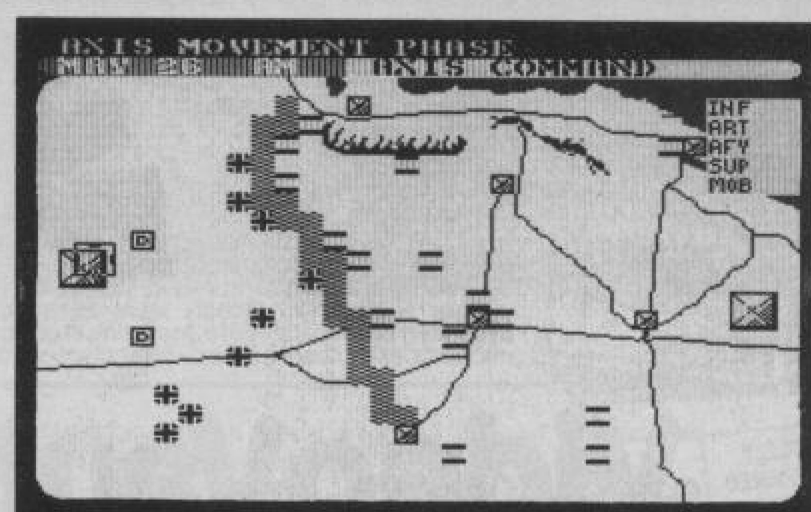
PSS/£9.95

The war in the desert was very much a to and fro affair, and by May 1942, it was Rommel's turn to make a thrust for Tobruk, taking in as many allied command points as he could. It looked like a simple sweep from west to east, but it was complicated by a broad strip of mines running the length of the map. The only ways round were at the extreme north and south.

In one player mode, you are Rommel, though you can have two player mode, when one of you plays the German commandant and the other plays the Allied commander. Tobruk is your goal and if you're the Allies you have to defend against invasion while attempting to disrupt Rommels' supply lines and strength.

Control round the single battle screen is by the cursor and movement is in stages — first the Axis forces move and attack, then it's the Allies turn.

The Germans are rather short on reinforcements, but they can strengthen themselves in the three key areas of infantry, armoured fighting vehicles and supply. To benefit from supply, though, every unit must be able to trace a line back to the nearby supply point. Because of this, the supply points must be carefully protected. Once you've supplied your troops you can set up special missions for some of your units, such as attacking a target or clearing a path through a minefield. Depending on what's happened during other stages of the game, you may be forced to hold back your attack because your units took heavy damage or because you're waiting for air support.



Tobruk provides an interesting challenge. The rules aren't that difficult to understand, so beginners won't give up in despair, and there's enough in it to give a good strategic puzzle.

Graphics / Playability / Value for Money / Addictiveness — **8**

HERE'S LOOKING AT YOU KID

We've got five videos of *The Maltese Falcon* and 30 copies of Piranha's new detective game *The Big Sleaze* to give away in this amazing compo! Don't be a dick — enter now!

You must remember this, a kiss is just a kiss. They don't write woids like that any more, thank God. Now listen 'ere. We got that dumb Private Investigator Sam Spillade on our trail and we got to nail him quick. Here's de dope.

Dere's dis commuter company in England, by name o' Piranha, and it's puttin' out one o' dese commuter games called *De Big Sleaze*. It's written by some Foigus McNeill dude. Ya with me?

"Yeah, pop. Can't ya see me?"

(Sigh). So dis McNeill bozo's done dis game spoofin' de great American detective films, you know? Bogart, Edward G Robinson, Cagney...

"And Lacey too, pop?"

So I'm sailin' over to rub him out. I want you to look after the shop and I got this compo in *YS* that should keep you occupied. Think up a caption for dis photo of Bogart talkin to de black boid. Den send it off to *YS* and you could win one o' five copies of *De Maltese Falcon* on video and a copy of de game. Yup, legit. An' after that, there's anudder 25 copies o' dis *Big Sleaze* game for de runner-ups. It's got to be a winner.

(You too can enter this remarkable compo. Just fill in the caption with a hilarious gag, fill in the coupon and send it, or a photocopy, off to Play It Sam, Play 'As Time Goes By', Or I'll Shoot Your Kneecaps Off Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.)

Rules

If we haven't got your entry by June 30th 1987, you can whistle. (Put your lips together and blow.)

No members of the Family (that's Dennis Publishing and Piranha to you, sucker) can enter.

Yeah, and don't get lippy with the Ed, 'cos otherwise it'll be time to order the concrete overcoat from the dry cleaners.



Of all the computer magazines in the world, you had to send your compo entry into ours. Not that we're complaining!

Name...

Address ....

....

.... **Postcode** ....



This is your Psytek 7500 Series Science Droid System Analyser™ looking after the shop while you faff about on the planet Koronis. The screen on his left shows what the Science Droid is up to, while the (now empty) conveyor belt in front transports systems to and from the storage area.



Now to the business of looting hulks and making your fortune. A techno-scavenger's life is no picnic! Guardian saucers will be out to destroy you until you knock out their base on level 20, so you may as well get used to 'em.

YOUR SINCLAIR MEGAGAME

KORONIS RIFT

Activision/£8.99

John A touch of the ™'s here, this *has* to be an American game. Quote (and in alphabetical order too!) from the packaging "Ancients, Autotronic, Blatarian, Dromodite, Koronis Rift, New Federation, Psytek 7500 series Science Droid System Analyzer, Repo-Tech Robot, Scavanger Mk IV Modular Planetary Surface Rover, Tseweueme, Xendrons and all other elements of the *Koronis Rift* game fantasy are trademarks of Lucasfilms Ltd. All rights reserved". It leaves you wondering whether George Lucas and his pals will go one further and eventually conquer space with all these objects, trailing ™ symbols after them!

Still, on with the review. You are a techno-scavenger searching for the valuable technologies left by the men that have gone before. (Kirk out.) Eventually you stumble across the legendary Koronis Rift (aaaaahhh . . .), which is the hiding place of technologies beyond your wildest dreams — though who dreams of technologies, that's what *I'd* like to know. The rift, however, is guarded by 'guardian saucers', which have a nasty tendency to blow you away a bit if you're caught looting the other spaceships.

This is a pretty mega game. After loading side one of the tape you're shown the interior of your spaceship. And quite comfy it is too! Suddenly a rolling test card appears in each of the five monitors in turn, and gradually the horizontal hold is adjusted so that the displays are still. A nice touch — I wonder how much programming went into that! Then it's time to load side two.

One of the monitors now displays the location of the nearest spaceship, so you can use the ship's motors to move towards it. As soon as you're in range you can send out your RT robot to do your dirty work for you. Once it returns you can add the module it brings back to your ship's own circuits, then return to your scout ship to analyse your finds. The circuits are analysed by a robot, though you have to unload them from your scoutship and put them on a conveyer belt. The robot does the rest, acting on instructions from you.

Now two things can be done with the gathered circuits. The first is to scrap them, 'cos if you do this you get a score. The second is to add them into one of the six circuit locations of your ship and thereby improve the abilities of your weapons and scanning equipment. By the way, avoid doing what I did in a rush to escape from a guardian saucer, which was to quickly fit a new heavy duty battery circuit into the slot that held the weapons and shielding circuit, thus leaving me without guns and protection. A sitting duck. (Quack!)

From the scout ship you can return to the current rift level, load the next rift or even skip a rift and start loading the next but one. So you should be able to make it up to rift 20 to destroy the source of the guardian saucers pretty quickly. (Me, I didn't get past rift three, but that's my problem!) Once destroyed, you can raid the entire rift without disturbances.

This is an excellent game. Obviously a huge amount of work has gone into the plot and graphics. The rifts are made with fractals and are fast and detailed, giving the game a fair sized shot of realism. The documentation isn't too complex, but there's a lot you have to plough through to get enough information to play the game. It *is* joystick compatible, but the joystick only controls the shoot 'em up part of the game, the rest being controlled from the keyboard.

So, only one thing remains to say — you'd better buy this game or else Lucasfilms may well trademark the Earth™ and its Entire Contents™ including *you*™!

Graphics
Playability
Value for Money
Addictiveness
9

SCREEN SHOTS

They're under starters' orders... and they're orf. *Rounding the first corner, it's Tony Lee* followed by *Tommy Nash, Marcus Berkmann,* and there's *John O'Molloy* on the stand side, with *Sara Biggs* bringing up the rear...



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

BIG TROUBLE IN LITTLE CHINA



Electric Dreams/£9.99

Tony Hyahh! Kawasaki! Origami! Thud! Sorry about that, just practising my lotus blossom eats preying mantis position. That's the one where you do a neck chop, a triple somersault, and pull a machine gun from behind your back and yell "surprise".

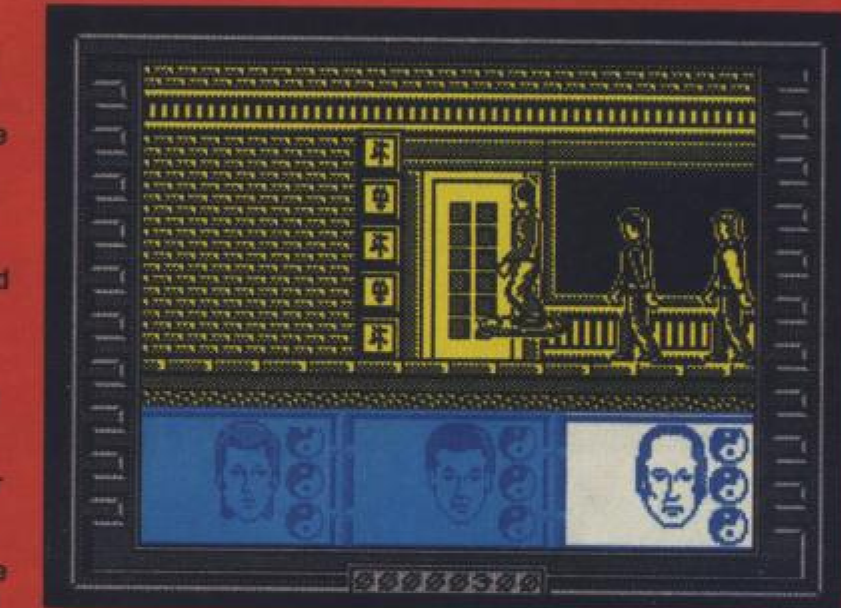
Enough of this, let's get on with the game. *Big Trouble In Little China* was a film that appeared recently — it wasn't too bad, so Electric Dreams brought out a game too. Stands to reason, dunnit. The plot is this — nasty 'orrible mandarin Lo Pan is bored of being spiritual and wants a proper body to walk about in. First of all, though, he has to marry a girl with a fun personality, who's good at parties — oh yes, she's got to have green eyes. Then he has to sacrifice her! Unfortunately, his dippy henchmen kidnap the girlfriends of Wang Chi and Jack Burton, so these two brave lads, plus a third called Egg Shen, tootle off into the sewers of San Francisco to find them.

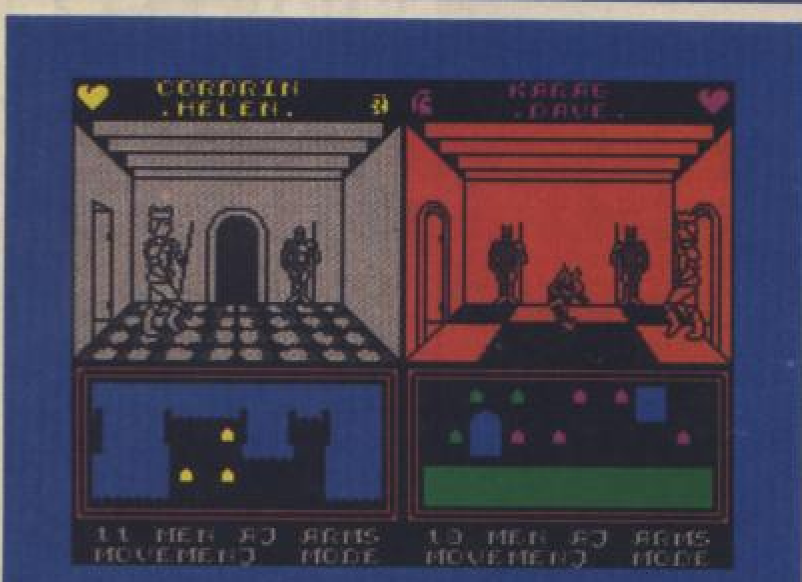
You control all three characters, but life is made easier by the fact that you only need to control the leading one, as the others follow after. You start your trail through four levels to face Lo Pan with no weapons at all, although there are some scattered about to be picked up. Each player has his own particular favourite — Jack has a gun, Egg has potent magic and Wang has a sword. These aren't easy to get, though, and you've got to be nifty with your fists at first.

The bottom third of the screen shows the characters' faces and there are yin-yang symbols showing your lives and your weapon, if you have one. Your score is also shown which, when the last character dies, turns to zero. Mind you, if one of you croaks, you might as well give up anyway, as you need the combined skills of all three to win the game.

The scrolling is smooth, the animation is nifty — especially Egg Shen's floating cloud, and altogether, it's a pretty good game. One gripe I do have is that the martial arts experts are easy to kill, but the gun-toting baddies are almost impossible to waste unless you have a weapon, and you don't, for most of the time. I also found the sewer monsters hard to deal with. The blurb says you have to jump over them as they can't be killed. Poppycock! You can't jump high enough, and it's easier to walk past 'em anyway. Apart from that though, *A Bit Of Bother In Little China* is another great game from the lotus blossom eats preying mantis school — ah so!

Graphics
Playability
Value for Money
Addictiveness
8





THRONE OF FIRE

Melbourne House/£7.95

Tony At last! After much speculation, trepidation and even desperation, Mike Singleton has finally completed a game! It's not the much publicised *Dark Sceptre* or *Star Trek*, but *Throne Of Fire*, designed for Melbourne House. And believe me, it's hot stuff!

The storyline is this — you're one of three princes who all, naturally enough, want to be king of the castle. Each amasses his followers and races to the throne room to collect the crown. You've got to get there first without being killed in the process. Simple, you may say. Wrong! The other princes are just as hell-bent on mangling your chances of kinglyhood. So you've got to use your forces carefully to avoid the other players and protect your prince. One good idea is to stow your prince somewhere safe and use a plain ordinary foot-soldier to do all the dirty work — which means if he dies, you don't — yet.

The castle itself is circular, so if you continue in one direction long enough, you'll wind up back at the start. There are also several levels and towers to negotiate. The screen's divided into two sections á la *Top Gun*, but as there are always three princes this means that until someone (usually you) dies, one prince is hanging around unseen, and it's usually him who does you in! You can play against the computer, which then looks after the other two princes, or in two-player mode, with the computer taking prince number three.

The gameplay is fast and furious, with superb animation (as in all Mike Singleton games) and little details like the fireplace and the chandelier which both flicker realistically. There are sword fights you have to survive if you're to have any chance of winning, and these too are well animated — there's even an effective clunk when you engage in hand to hand combat with your foe.

You start with ten followers per prince, but as you fight the other players or the King's Guard, who are an independent (are you?) force protecting the throne room, your numbers go down. In the two top corners of the screen your heart, and that of your opponent, pumps away, indicating how much energy you have left. The weaker you get, the faster your heart will pump, and if you're caught in a fight and lose, your heart splits in two and a curtain of blood dribbles gorily down your half of the screen. Bleeuugh!

The only drawback is that if you're playing in one player mode, and you die, the other two computer-controlled princes carry on with the game until one of them wins. This gets a bit boring, especially if you're foolish and get mashed early on in the game. I completed it my first time in two player mode, but I haven't been so successful in one player. Almost, but not quite! It's great fun though, and very good to play — I really enjoyed it. As games go, Mike, it was worth the wait!

Graphics
Playability
Value for Money
Addictiveness
8

TRIVIAL PURSUIT BABY BOOMER EDITION

Domark/£14.95 (complete)/£7.95 (questions only)

Marcus Hey, babe, it's the sixties. Groovy. Fab. Let's hang out down the discotheque, man. S.I.G., Captain Scarlet. All you need is love, plus a Porsche and about £60,000 a year.

Yes, it's the latest collection of *Trivial Pursuit* questions from Domark, the *Baby Boomer* edition. This one's designed to appeal to people born in the post-war baby boom, those years of gloom in the fifties when there was nothing to do except have babies. Baby boomers know all about the sixties, mainly because they were alive and out of short trousers at the time. (But were you? We'll come to that later.)

So this third set offers 3,000 teasers, posers and puzzlers to add to the 6,000 in the original *Genus* and *Young Players* editions. Gasp! What a mountain of trivia! You can buy it in two versions — the deluxe pack, with the original game included (£14.95), and the basic question set (£7.95). There are new categories: Broadcasting, Stage and Screen, Nightly News, Publishing, Life and Times, and RPM (pop music, in other words). Typical questions are Which two Rolling Stones sang backing vocals on '*All You Need Is Love*'? In which Hitchcock film did Grace Kelly stab her assailant with a pair of scissors? Which county did Mike Brearley captain when he was captaining England? (Answers: Mick and Keef; *Dial M For Murder*, Middlesex.)

All good clean fun. My only query is, do we really *need* this third set? Six thousand q's should be enough to keep you going, and then there's the question of expense. So far, you'll have spent £30.85 to acquire a complete set of *TP* questions: is that really worth it?

And of course there's the most pertinent question of all. How many Speccy



gamesplayers are baby boomers, born between 1945 and 1958? Not an awful lot, I would wager. Still, if you're a sixties freak, you'll love this. Even if you aren't, there are still some questions here you may be able to answer. But if you've already exhausted the 6,000 quezzies already available, and you're looking for a more general set, this ain't it. Wait for *Genus II*, which I'm told will be out in the autumn.

Graphics / Playability / Value for Money / Addictiveness — 6

GHOST HUNTERS

Code Masters/£1.99

Tommy Who ya gonna call? *Ghost Hunters*! Doesn't have quite the same ring, does it? Never mind, 'cos this rather weird game from Code Masters doesn't resemble that celebrated original at all. What seems at first sight to be a dull platform game turns out to be an unusual and tricky test of skill best played by two — and that's a shock in itself.

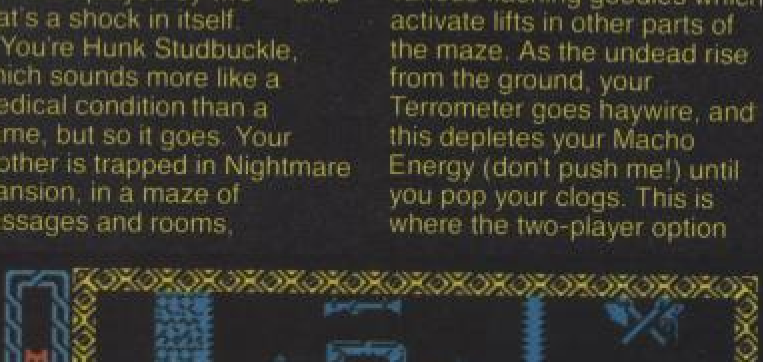
You're Hunk Studbuckle, which sounds more like a medical condition than a name, but so it goes. Your brother is trapped in Nightmare Mansion, in a maze of passages and rooms, surrounded by hordes of undead ghouls and zombies. Unless you save him, he won't have a ghost of a chance. Serves him right, if you ask me, but you're a hero, so off you go to do your stuff and almost certainly get killed yourself. What a mollusc.

As you walk around the 21 screens, you aim to pick up various flashing goodies which activate lifts in other parts of the maze. As the undead rise from the ground, your Terrometer goes haywire, and this depletes your Macho Energy (don't push me!) until you pop your clogs. This is where the two-player option comes in useful. Playing by yourself, you control Hunk with your joystick as normal. Keeping fire pressed down activates your gun sights and you can then zap all the ghouls, vampires and what not with your thermonuclear phantom blaster. It's all a bit of a rush, though, as you can't move Hunk and fire your blaster at the same time. But with two players you can! It's not often that you get a Speccy game for two with both people on the same side, so it makes a change.

Even with two of you blasting the ghosts in the ghoulies, you'll need the beakers of energy that lie about here and there. And watch out for those spidery lifts that often seem like the only way to get up to a particularly inaccessible ledge — Hunk (being a bit wet) is awesomely afraid of 'em! EEK!

Graphics are only single-coloured (though you can change the colour from red to blue — gasp), but quite effective in a fussy sort of way. My fave nasties are definitely the skulls, which look remarkably like Neil Kinnock, even down to the way they never stop talking. There's even digitised speech to keep you occupied. *Ghost Hunters* is hardly a huge step forward in Speccy programming, but it's a reasonable cheapie and worth its modest price.

Graphics / Playability / Value for Money / Addictiveness — 7



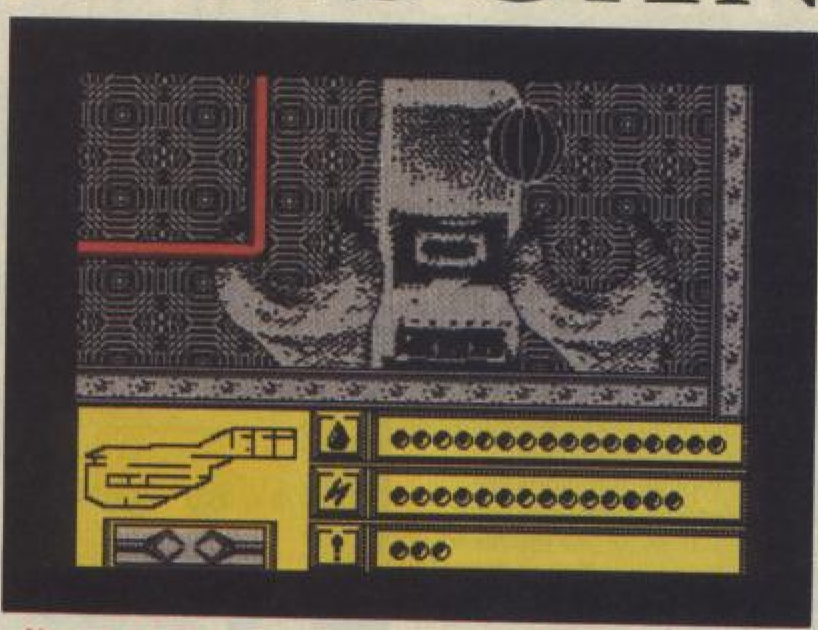
RASTERSCAN

Mastertronic/£1.99

Marcus "'Ello, 'ello, 'ello, wossall this then? The first reggae computer game? Come on, son, that's got bells on. Would you mind accompanyin' me to the station...?

No, sadly this isn't an amble through the mean streets of Brixton but it's an unusual game nonetheless. Very rum. Mastertronic describes *Rasterscan* as "an animated adventure game without any text", requiring "no arcade skills whatsoever", but that's not entirely accurate. Judge for yourself. You play MSB, a small spherical robot that flies around the innards of the ship Rasterscan trying to put it back together after an unfortunate military encounter. Quite how you're supposed to do this, you must find out as you go along — the game info is intentionally vague.

So for half an hour you'll fly about the ship, or at least the parts that aren't closed off, wondering how to get going. Loads of massive spanners lie around, inviting you to sit in them. Do so, and press fire, and more often than not you'll die. There's one nearby, though, that will teleport you to another part of the ship, from which you need to find the stock room, where you need to get a pipe... and so on.



Now you've got to move quickly before your battery runs out. The gameplay notes are wrong, by the way, about one important detail — the game does require arcade skill, even if there's nothing to shoot. MSB isn't very easy to manipulate, and you have very little time to complete the first stage of your task at least. Let MSB get out of control and you've effectively ruined your chances of getting anywhere in the game.

Some of the giant spanners turn out to be locks, keeping you out of other (usually important) bits of the ship. To get through you have to solve a logic puzzle, part of which is working out what it's all about in the first place. I won't spoil it for you any further (ha ha!)

Okay, so this sounds a bit too clever for its own sake, but once you've sussed out what's going on (and with this review to guide you, you'll have something of an advantage over me!), *Rasterscan* is surprisingly engrossing. The graphics are fab, the ideas bizarre, and the whole is often very confusing, but I predict that you'll be gripped (oo-er!) And not a woolly hat in sight...

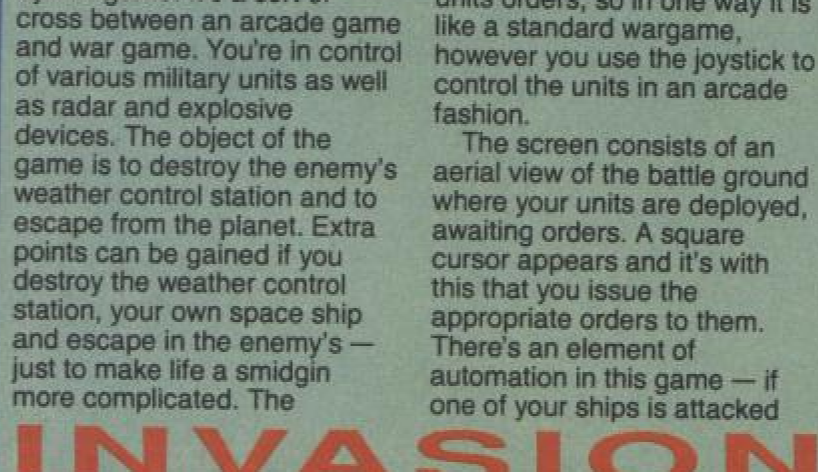
Graphics
Playability
Value for Money
Addictiveness
8

INVASION

Bulldog/£2.99

John I'm not overly stunned by this game. It's a sort of cross between an arcade game and war game. You're in control of various military units as well as radar and explosive devices. The object of the game is to destroy the enemy's weather control station and to escape from the planet. Extra points can be gained if you destroy the weather control station, your own space ship and escape in the enemy's — just to make life a smidgin more complicated. The problem seems to be that it's *too* complicated. You give your units orders, so in one way it is like a standard wargame, however you use the joystick to control the units in an arcade fashion.

The screen consists of an aerial view of the battle ground where your units are deployed, awaiting orders. A square cursor appears and it's with this that you issue the appropriate orders to them. There's an element of automation in this game — if one of your ships is attacked when you're not looking, it'll defend itself, presumably by firing back. You're informed of all the action by a teleprinter which prints reports of the battle while you sit back and relax. Sorry, I mean carefully work out which of your units to deploy next (ahem).



To win the game you need to explode two of your three explosive units in squares adjacent to the weather control station. So if you lose your explosive units you might as well use that well known Speccy reset button and pull the power supply out of the wall. You have about as much chance of winning as Phil does of losing that spare tyre. (*Oi! Phil*). But if you do succeed in blowing up the weather control station, you've got to get back to the enemy spacecraft and press T. The ship takes off and your scoring shoots up.

If you're into wargaming and think you might want to try a sort of arcade version then this game is for you. If you don't like that sort of thing then it's probably best to check it out in your computer shop before buying it. I wasn't wild, I have to admit.

Graphics
Playability
Value for Money
Addictiveness
4

Melbourne House/£8.95

Tony Twenty-two, forty-one, hut, hut! Ah yes, I love a good American football game — all the blood, all the gore. Whaddya mean it's not a football game? Why's he wearing that helmet then?

Knucklebusters is a strange game. You are Deke, a wanted man who's escaping from the lobotomy labs, where people with criminal minds are reformed by specialist doctors. You have absolutely no desire to be reformed, so you've made a break, disabling the security system in the process. Unfortunately for you this has turned the entire complex into a time bomb. Unless you get out fast, you're going to turn into a Kentucky Fried Criminal!

STAR RAIDERS II

Electric Dreams/£9.99

Tony 'As Dirk Diehard edged into the seat of his souped-up Morris Minor with the dayglo go-faster stripes, he thought back to the meeting he'd just left. He'd been given custody of the Liberty Star, a hi-tech spacecraft that had pulse lasers, an ion cannon, and air (or space) to ground missiles, and it all came complete with a four-year guarantee! It sounded good. Too good. He couldn't understand why they'd kept smiling at him, and why they'd chortled merrily when he left. Then he opened his instructions and read what he had to do...'

Yes, folks, it's shoot the bad guys time, and what a doozy! All you have to do is single-handedly save four planets, three space stations, defeat hundreds of space ships and destroy an entire enemy solar system! There's only one snag — you've only got one ship to do it in.

But all is not lost. In fact, far from it. You see, I reckoned after a while that it was slightly harder to die than to stay alive. Wot? Well, the only way to lose a game is to run out of energy,

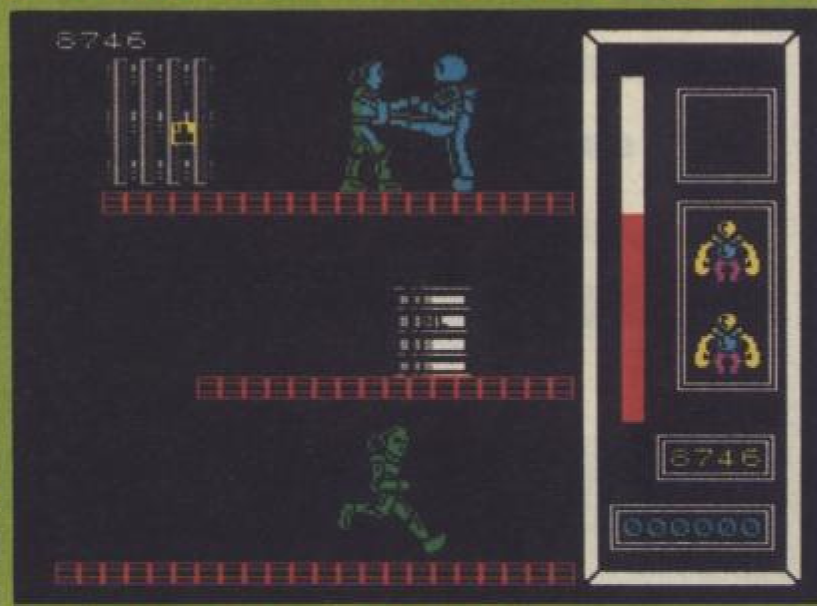
KNUCKLEBUSTERS

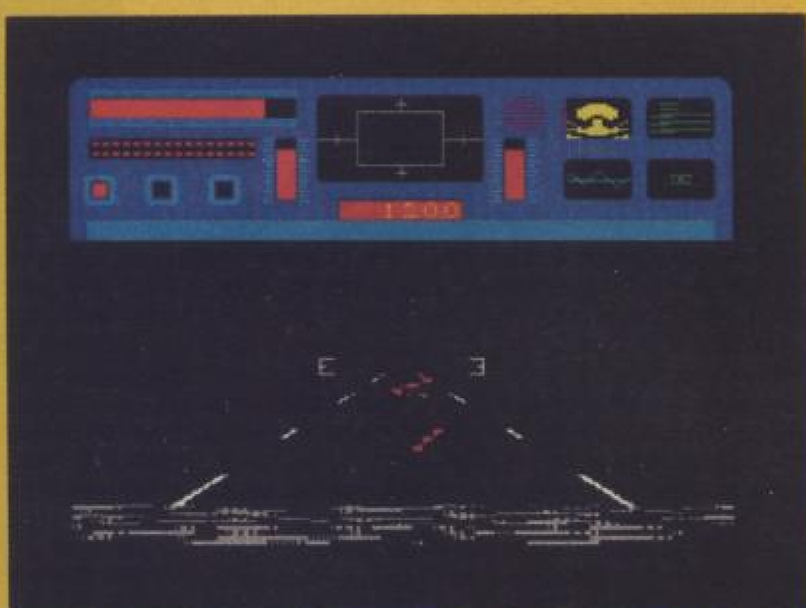
You control Deke as he tries to escape, a task made hard on this three-level extravaganza by the presence of androids, which come in a delightful range of colours, white being the easiest to kill. You have no weapons to dole out the death, though, only your fists and your feet. Mind you, it isn't exactly martial arts, so you don't need to run.

There are doors to go through that lead to other levels. Some are locked, and you need keys to get into them. Here's where the serious gaming comes in. Under various objects are small ones such as keys, food, extra lives and bonus points. However, if you're not careful, you'll stumble across poisonous things that sap nearly all your strength and leave you easy to pick off. When you do fight or kick an object, a third of the screen displays your energy, what you're carrying, your score and the amount of time you have left. You have six zones to get through and there's only one way out — assuming you haven't been mutilated on the way.

The screen scrolls smoothly and the graphics are large and well-animated. The only big gripe I have is that if you fight in front of a door, the attribute clash means you lose ol' Deke, so you can't see what you're doing. It's a playable game, though — pity about the helmet!

Graphics / Playability / Value for Money / Addictiveness — 7





and it's not easy to do that — whenever you're getting low you just warp to a space station and fill up the tank.

The ships are a doddle to destroy, and you amass huge scores by attacking the baddies (Zylons to you, guv) and warping off before you're dog meat. The ships are well animated, though the fighters themselves are pretty basic, and the motherships bear a strong resemblance to the saucers in *V*. There are also big tankers which, if you don't blow them up in time, emit strange rays that sap your energy. Stay there too long and the game is over.

If you press Space, up pops a map of the local star system, and if you move a line to the indicated area you're told how many ships are there, what type of planet it is, how many cities it has and so on. The map also shows the state of the battle, indicating Zylon squadrons and their positions. It's randomly generated each game, so you're never too sure what you'll be facing the next time round. The planets are shown too — they turn white if they're devoid of life. When you arrive on them, they scroll realistically at the bottom of the screen. By pushing the joystick forward, you can speed up your travel across them, while pulling back slows you down. Your actual manoeuvres are limited to left and right, so the fighters, which have an annoying habit of hovering above your gunsights and firing at you, can prove hard to hit.

It's a good game, all in all, but limited — there's not a lot of variety, so anyone other than shoot 'em up freaks may get bored. The graphics aren't all they could be, but the strategy element certainly adds something. The only niggle I have is in the choice of keys — when you're trying to hit Space to get out of the way of three fighters, it's all too easy to nudge Caps Shift and find the game aborting in front of your eyes. But that's just a small complaint. If you'll excuse me, I'm off to save a couple of planets before tea!

Graphics / Playability / Value for Money / Addictiveness — 8

KRAKOUT

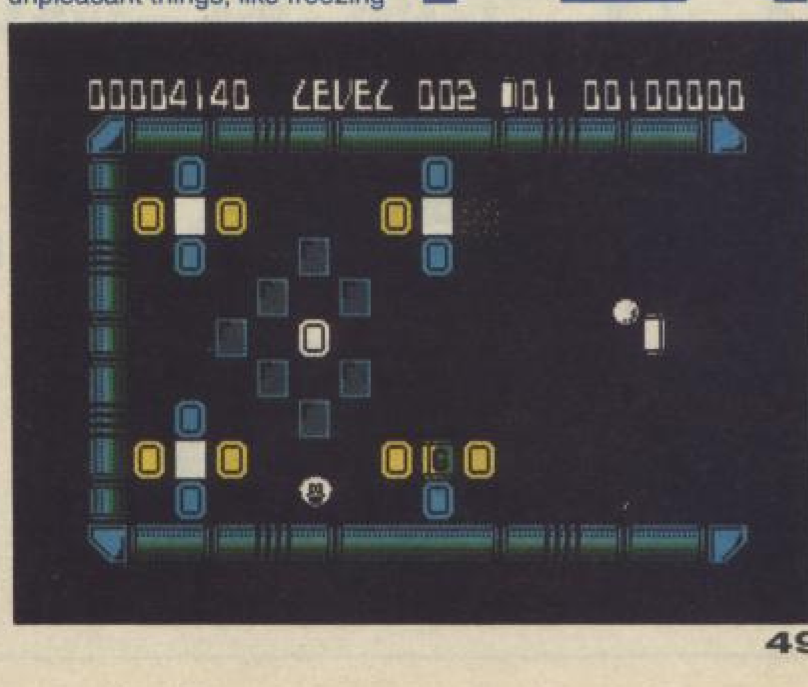
Gremlin/£7.99

Marcus Hmm. Haven't I seen something like this before? What we have here is what might be politely termed an alternative reading of *Arkanoid*, the updated *Breakout* game that Ocean brought to your Speccy a couple of months back. And why not, you may ask? It's a good idea, so why not let everyone have a go at it? It worked well with *Gauntlet* — look how many excellent games that little number spawned.

In reworking *Arkanoid*, the Gremlin team have obviously tried hard not to duplicate it completely. The game is played, for instance, from left to right (or vice versa), not up and down. You have a choice of bat types and speeds and, best of all, ball speeds, which makes it much easier to get going. There are more capsule bonuses, including a shield that protects your rear, and you have to hit them twice to pick them up, rather than catching them as they fall down the screen. The aliens are nastier and can do all sorts of unpleasant things, like freezing your bat and eating your ball (oo-er!) There are more screens too — 100, compared to *Arkanoid*'s 31. But the basic game's the same.

And, more importantly, it's not as good. *Arkanoid*'s key is its simplicity — the format's so clever it doesn't need messing about with. *Krakout*, on the other hand, is horribly fiddly, what with all its thousands of options and everything else cluttering up the screen. And the block layouts just aren't as fiendishly addictive. My main criticism, though, must be reserved for the side-to-side gameplay, which alters the game's balance and seems to have overstrained Gremlin's graphical capabilities. If *Krakout* were the only game of this type on the market, I'm sure the flags and bunting would now be out. But it's second and very much second best, and if you're going to beg, borrow or blag one of the *Breakout* lookalikes, you'd be wiser to go for *Arkanoid*.

Graphics / Playability / Value for Money / Addictiveness — 7




First Floor
Ground Floor
Basement
Start!
Fourth Floor
Third Floor
Second Floor

HACKING AWAY

SPECIAL

Hacking For Beginners
***Dragon's Lair II, Sigma 7, Dandy, Bomb Jack II, Into the Eagle's Nest* and *Arkanoid* Hacked To Bits!**

Hacking On The Cheap — Save £1.45 on HiSoft's *DevPac!*

HACKING AWAY

SPECIAL

Are you a crack hack? Or are you hacked off 'cos you've always wanted to use the *YS* hacking programs but don't know how? Well, sit back and relax 'cos in this month's *YS* Hacking Away Special *ZZKJ* brings you a step-by-step guide to hacking for beginners plus up-to-the-minute hacks on all the latest games for hackneyed experts. So grab your hacking jackets and raise those hackles 'cos we're off...

ABSOLUTE BEGINNERS

So you want to learn how to hack? Well, you've come to the right place. But for all you complete novices a hacker isn't someone who chops violently through the undergrowth, a flogger of overworked horses or someone with a dry, spasmodic cough. It is in fact someone who spends his or her time hacking into computer programs for fun.

But what is hacking?

Hacking means altering a game so that it works differently to the way the programmers first intended it to. For instance, you can alter a game so that your lives counter doesn't decrease when you die — leaving you with infinite lives to play with. Most games these days also have a protection system to stop you getting at them and copying them, so this has to be hacked through before you can start altering the program. However, this *doesn't* mean that hacking is for piracy. In fact, if you think about it, you'll realise that hacking is the hardest, most time-consuming and least effective way to copy a game. Hacking simply enables you to get more fun out of a game when you've reached that stage where you just can't get any further.

What tools do you need to be a hacker?

It's essential to have a disassembler/monitor. I use HiSoft's *DevPac* which also includes an excellent assembler. Many people, though, find that the Multiface One, by Romantic Robot, is just as good.

What do you need to know before you start?

Just one thing really — Z80 machine code. Wait! Before you turn the page, muttering that you'll never manage machine code, let me tell you something — it ain't that difficult. There are loads of good books on the subject that'll teach a complete beginner how to use machine code in only a few hours. I started off with *Spectrum Machine Language For The Absolute Beginner* by Melbourne House, and once you've read this, or any other book, a couple of times, you'll then feel confident enough to have a go. The other thing you'll need is a reference book so that you can work out what each instruction does. A pretty good one is the *Z80 Reference Guide* also by Melbourne House.

Right, I'm kitted up. Now what?

First you'll need to find a game that's difficult to play — otherwise, what's the point of hacking it to make it easier? Then you've got to get through its protection system — often not an easy task. Once you've done that you must work out how to make the game easier, and produce a program that'll do this.

The easiest way to start is to find a game which isn't protected, so that you can get used to the process of hacking without having to worry about how to break through the game's protection. You can tell if a game is protected or not by looking at how it loads. If the normal blue and yellow lines are there and if the pitch of the loading noise stays more or less the same all the time it's loading, then the chances are that it isn't protected. A great game to start with is good ol' *Jet Set Willy.*

I've got my game, what's next?

First of all you have to load your monitor program into the Speccy. The position of this has to be carefully chosen — it must go in what's called high memory — usually above the 55000 address. This means that it's out of the way, and won't interfere with the actual game code. When you get more experienced in hacking, you can use header readers to find out where the game code is, and load your monitor program after it.

Next, you put in the first bit of your chosen game. Instead of typing LOAD"" as you normally do, type in MERGE"" and press play. When the OK message appears you can then press LIST. A bit of Basic code will appear on the screen, usually about half a screen long. This'll be made up of all sorts of Basic statements, such as PRINT, INK, PAPER. Also there'll be an optional CLEAR statement, an optional LOAD""SCREEN$, one or more LOAD""CODE and a PRINT USR xxx or RANDOMIZE USR xxx (where xxx is the execution address of the game.) There may be other statements in this bit of Basic, but if it's an unprotected game, they won't do anything important. The CLEAR address is important as the machine code for the game wll appear above this address. Failing to CLEAR might cause your Speccy to crash when you LOAD the code if the stack gets overwritten.

The monitor's loaded, the game's loaded and I've RAND USR'd the monitor. What do I look for?

Games will differ greatly in the things to keep an eye out for, but some things are fairly standard, and are easy to alter. The obvious one to go for is the number of lives you have in the game. Look for two instructions that'll appear something like LD A,x : LD (nn),A, where x is the number of lives you start with (though it may appear as the number of lives + 1, so if you started with three, x will actually appear as 4) and nn is the address where the lives are stored. Then you have to look for some code which does LD A, (nn) : DEC A or LD HL,nn : DEC (HL) where nn is the address you've just worked out. You may find that there are a few addresses that have the same number put into them as the one you're looking for and will decrease at a later stage, so you may have to try more than one address.

Make a note of these addresses, 'cos you then have to go back into the Basic program and change them. This you do by replacing the DEC instruction with a NOP by POKEing the address of the DEC with a zero. Make sure you add this before the RAND USR command and then, when you've done them all, RUN it so that it loads in the game, including the POKEs you've added. Infinite time (for games with a time limit) can appear in the same way. Though this time you should look for instructions such as LD HL,xx : LD (nn),HL and then LD HL,(nn) : DEC HL 'cos most time counters are larger than 255.

If you can't find infinite lives in this way, then look for the 'game over' message, find out the address it refers to (by looking for LD HL,nn or LD DE,nn where nn is the address of the message), find out what makes it go to the code that does this, and somewhere round there will be the message to decrease your lives or the time counter. I call this back-tracking, 'cos that's really what you're doing — starting at the end and working backwards!

What about the protection system?

This is the one major problem you may come across when you get into hacking protected games. After all, they're put there to stop the hackers! Most of them incorporate some machine code into the Basic loader so that it can't be MERGEd. This machine code contains another loader that loads up the game and then executes it, so that the game actually auto-loads — you can't stop it in the middle. You can LOAD up a MERGE-proof program so that it doesn't auto-run by creating a false header for it. However, you'll need to do some more book reading on this, 'cos now you *are* talking complications. For some in-depth information read *The Complete Spectrum Rom Disassembly* by, yep, you guessed it, Melbourne House. You'll also need to know something about system variables 'cos some protection systems check these to see if you're hacking, so have a look in the Spectrum manual and the new +2 manual to get details of these.

Okay, that's how you hack. It's really fun to do once you've started — have a look at this month's hacks and see if you can work out what's going on. The best way to do that, of course, is to have a go yourself — go on, you might even get into *Hacking Away* and win yourself a badge!

USE THOSE HACKS

Once you fathom out the basics behind hacking you'll need to work out how to use the hacks supplied in *YS*. It's really dead easy — honest. This is how you do it...

1) Type in the hack listing *exactly* as it appears in the mag. The words in the program are all keywords, except for messages in double quotes or after REM statements.

2) Save the program you've just typed in onto a blank cassette.

3) Rewind the game tape back to the beginning.

4) RUN the hack program that you've typing in.

5) If the message 'DATA ERROR' appears and it stops running, then you'll have to check what you've typed in 'cos somewhere you'll have made a typing mistake. Repeat the process from step 2.

6) If no error message appears within five seconds of RUNning the hack program, then press PLAY on your cassette recorder so that the game tape starts playing. Don't break into the hack program and type LOAD"", because the hack program will automatically load in the game.

7) Usually the game will load normally and you can start playing. And the hack has now been installed.

8) Quite often you're able to delete lines from the hack program if you don't want certain POKEs in the game. F'rinstance, if line 80 of a hack program has a POKE or some DATA and a REM followed by the comment 'INFINITE LIVES', and line 90 has a POKE or some DATA and a REM followed by the comment 'INFINITE TIME' you can decide whether you want them both. If you don't want infinite lives, you can delete line 80 but make sure you don't alter any other lines. If you do want both infinite lives and infinite time then you must have both lines in the same order as they appear in the listing. *Never* delete a line marked 'DATA END MARKER' or something similar.

BOMB JACK II

The protection system used on Elite's *Bomb Jack II* is a good example of a very simple one. The Basic can be MERGEd and it can also be listed without the Speccy crashing or something else appearing on the screen. The machine code for the protection system is loaded up separately and is executed with a RANDOMIZE USR z statement so you can see exactly where it starts. There's no encryption in the machine code which means that you can see it completely without having to execute part of it first. The game's fairly simple to hack too, so here's a short listing for infinite lives. I've also thrown in a hack for *Bomb Jack* 'cos the game is supplied on the B side of the *Bomb Jack II* tape.

```
  10 REM BOMB JACK 2 HACK
 © ZZKJ
  20 CLEAR 60000: LOAD ""
CODE : POKE 65226,250
  30 FOR n=64000 TO 64006
: READ a: POKE n,a: NEXT
n
  40 RANDOMIZE USR 64739
  50 DATA 175,50,35,99,19
5,0,91
```

```
  10 REM BOMB JACK HACK ©
 ZZKJ
  20 CLEAR 29877: FOR n=2
3371 TO 23377: READ a: PO
KE n,a: NEXT n
  30 LOAD ""CODE : POKE 6
5534,91: RANDOMIZE USR 65
465
  40 DATA 175,50,64,195,1
95,75,193
```

DANDY

The next hack comes from **David Brankin** of Thornbury in Bristol for Electric Dreams' *Dandy*. It gives both players infinite energy, but you can still bump each other off. Use it in the usual way and off you go. You can't delete lines if you don't want them with this hack, so I'm afraid you're stuck with them.

```
  10 REM DANDY HACK © D.
BRANKIN
  20 INK 0: PAPER 0: POKE
 23624,0: CLEAR 25499: LO
AD ""CODE
  30 RANDOMIZE 0*USR 2340
7*USR 23410*USR 50000
  40 POKE 23681,49: POKE
27593,33: POKE 27594,232:
 POKE 27595,3
  50 POKE 27642,33: POKE
27643,232: POKE 27644,3
  60 FOR n=27596 TO 27603
: POKE n,0: POKE n+49,0:
NEXT n
  70 RANDOMIZE USR 23404+
USR 25500
```

TRAP

Another little hack from **Jon North** here, this time for Alligata's *Trap*. This'll give you infinite lives and access to every ship without the need for orbs. Again, it goes in like all the rest, and on this one you can delete either of the POKEs if you don't want them.

```
  10 REM TRAP HACK © JON
NORTH
  20 CLEAR 65530: LOAD ""
SCREEN$ : LOAD ""SCREEN$
  30 LOAD ""CODE
  40 POKE 27126,0: REM AC
CESS TO EVERY SHIP
  50 POKE 39558,0: REM IN
FINITE LIVES
  60 RANDOMIZE USR 38700
```

Whether you're a complete beginner or a hackneyed old hacker here are some hacks for the latest and greatest games and you won't be needing a hacksaw!

RASPUTIN 128K

Richard Porter from Hull has sent in no less than two cheats for Firebird's 128K version of *Rasputin*. The first one will top up your life force — here's what you do:

1) Freeze the game by pressing space
2) Press CAPS SHIFT and L together
3) Type in VODKA and your life force will top up
4) Restart the game.

The second one activates the teleporter — **Penelope D'gaulle Bennet** came up with this for the 48K *Rasputin* in the July issue.

1) Freeze the game by pressing space
2) Press CAPS SHIFT and R together
3) Type in TED (the game will beep)
4) Type in a two digit room number (f'rinstance 00 or 08) — the highest room is 40
5) Restart the game.

On the 48K version of *Rasputin* the password is STALIN, not TED.

CYROX

A nice short hack for The Power House's *Cyrox* next, from a regular to this column — good ol' **Jon North** of Sutton. This'll give you infinite lives and you put it in as I've described above (well, saves me telling you every time, doesn't it?)

```
  10 REM CYROX HACK © JON
 NORTH
  20 CLEAR 30000: LOAD ""
SCREEN$ : LOAD ""CODE
  30 POKE 50190,0: RANDOM
IZE USR 33001
```

INTO THE EAGLE'S NEST

Pandora's game has a bit more protection than *Bomb Jack II*. Although the Basic can still be MERGEd, the programmers have used some of the Speccy's colour control codes in the listing so you can't see the important part of the Basic. However, if you remove these lines from the program (or use a special LIST routine that strips out the control codes and prints the real values of any numbers) all is revealed. It still LOADs and RAND USRs the protection, which isn't encrypted, but the special loader (which is just a faster version of the usual Spectrum loader) loads over the entire memory, wiping out anything you've already put there. You can get round this by altering the instruction that stores what's been loaded so that it goes to a check routine that prevents it from overwriting the hack program. The game itself is also quite easy to hack and is used in the usual way. You can delete any of the four lines which contain commented hack DATA — except the last line, don't touch that!

```
  10 REM EAGLES NEST HACK
 © ZZKJ
  20 LOAD ""CODE : POKE 5
8714,24
  30 FOR n=58833 TO 58845
: READ a: POKE n,a: NEXT
n
  40 FOR n=58403 TO 1e9:
READ a: IF a<256 THEN POK
E n,a: NEXT N
  50 RANDOMIZE USR 58368
  60 DATA 245,62,228,221,
188,40,3,221,117,0,241,24
,144
  70 DATA 50,31,143: REM
INFINITE AMMO
  80 DATA 50,59,158: REM
INFINITE KEYS
  90 DATA 50,180,160: REM
 INFINITE HITS
 100 DATA 50,10,156: REM
NO EXPLOSIVES DEATH
 110 DATA 195,0,128,999:
REM DATA END MARKER'.
```

HACK OF THE MONTH

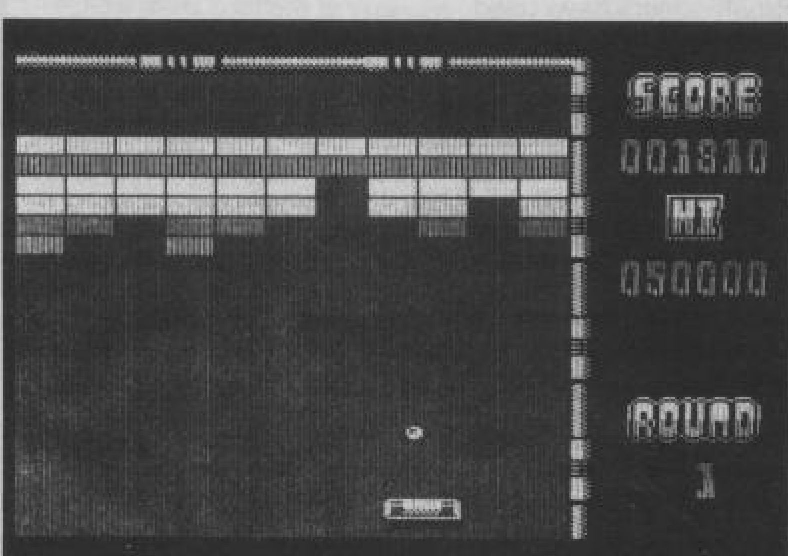
ARKANOID

Although Ocean's *Arkanoid* is a great game, it's almost impossible to complete without hacking it. First I produced a POKE to remove the start sequence. I then found infinite lives as I've described before. Since there's a capsule that gives you an extra life, and I knew where the lives counter was stored, I was able to find the extra life routine. I back-tracked from this and found the start of the capsule handling routine. By also finding the keyboard scanning routine and trapping the call to it, I was able to implement a 'capsule on demand' ability. That means that if you press a key from Q to U, you instantly get the effect of one of the seven capsules.

Capsule	Key to press
S	Q
C	W
E	E
D	R
L	T
B	Y
P	U

Don't press one of the capsule keys if a capsule's falling down the screen or the game gets confused and leaves the other capsule where it is. Remember that if you select another capsule, you'll undo the effect of the one you had before, and you should never select disruption if you have more than one bolt on the screen at a time. None of these features are available on the final screen — only the infinite lives works, and this is essential! You have to hit the Dimension Charger many times before you destroy it, so you'll need your never-ending supply of lives.

```
  10 REM ARKANOID HACK ©
ZZKJ
  20 CLEAR 65535: LET c=1
: LET d=23295
  30 LET t=0: FOR n=1 TO
1e9: READ a: IF a>=0 AND
a<256 THEN POKE d+n,a: LE
T t=t+n*a: NEXT n
  40 IF a>0 THEN RANDOMIZ
E 1256+USR 23296
  50 IF t+a THEN PRINT "D
ATA ERROR IN BLOCK ";c: S
TOP
  60 LET c=c+1: LET d=d+n
-1: GO TO 30
  70 DATA 118,205,162,45,
127,90,90,75,74,72,59,59
  80 DATA 225,17,36,91,6,
212,26,203,65,40,3,134
  90 DATA 24,1,174,18,19,
16,243,35,13,242,13,91
 100 DATA 195,95,109,72,1
43,202,126,102,169,113,11
5,78
 110 DATA 123,100,175,102
,212,98,44,73,102,170,98,
45
 120 DATA 73,111,168,169,
54,36,95,55,82,155,95,168
 130 DATA 70,143,116,85,1
99,127,212,220,199,46,119
,95
 140 DATA 207,168,127,248
,52,143,207,244,26,211,22
8,98
 150 DATA 174,244,98,202,
244,98,214,244,98,42,63,1
02
 160 DATA 119,130,102,168
,98,22,168,102,207,98,239
,168
 170 DATA 115,207,244,95,
182,61,146,29,169,95,161,
163
 180 DATA 146,28,169,25,9
8,223,169,117,113,169,-13
34855
 190 DATA 95,9,61,143,52,
169,211,69,52,0,127,243:
REM CAPSULE KEYS
 200 DATA 52,211,228,124,
243,102,157,189,166,153,1
58,137
 210 DATA 140,44,126,52,1
37,92,130,128,124,154,102
,201
 220 DATA 189,166,153,158
,137,140,100,126,42,137,1
23,100
 230 DATA 168,28,166,129,
92,56,148,149,102,169,98,
65
 240 DATA 244,98,68,244,1
24,135,98,161,16,102,189,
189
 250 DATA 166,153,158,137
,148,177,102,119,98,213,1
73,115
 260 DATA 100,173,102,138
,98,213,173,117,247,0,-59
9461
 270 DATA 102,95,98,181,1
78,-2200: REM NO START ME
SSAGE
 280 DATA 25,98,222,181,-
1611: REM INFINITE LIVES
 290 DATA 117,52,180,999:
 REM DATA END MARKER
```



SIGMA 7

Hewson's *Sigma 7* has a more old fashioned method of protection. The normal Speccy loader is used to load over all of the memory. That means that when the game's finished loading, the entire Basic system has been overwritten with a completely new program. By inspecting this new program and the new contents of the system variable CH_ADD, you can see what Basic command is going to be executed in this new program. This means that you can get the execution address of the game. The hack program is slightly complex in that it needs to load the game lower than it's supposed to, move itself, move the game, put the POKEs in and then execute the game. The screen will stay black during the load and the title screen won't appear. But the program is actually used in the usual way. The 128 version uses no protection at all but you'll see that the POKE addresses are different to those for the 48K version. The 128K hack program is used in the usual way too.

```
  10 REM SIGMA 7 HACK ©
ZZKJ
  20 LET t=0: FOR n=65000
 TO 65076: READ a: POKE n
,a: LET t=t+a: NEXT n
  30 IF t-8772 THEN PRINT
 "DATA ERROR": STOP
  40 FOR n=n TO 1e9: READ
 a: IF a<256 THEN POKE n,
a: NEXT n
  50 PAPER 0: INK 0: POKE
 23624,0: CLEAR 65535
  60 RANDOMIZE 1267+USR 6
5000
  70 DATA 118,205,162,45,
127,90,90,75,74,72
  80 DATA 59,59,225,17,12
,254,6,59,26,203
  90 DATA 65,40,3,134,24,
1,174,18,19,16
 100 DATA 243,35,13,242,2
45,253,195,95,52,100
 110 DATA 143,52,116,102,
169,113,115,78,123,165
 120 DATA 100,164,95,138,
166,143,52,244,127,131
 130 DATA 52,211,228,117,
52,244,95,52,164,143
 140 DATA 52,52,127,52,21
9,211,220
 150 DATA 98,6,251,98,20,
160,98,204,155: REM INFIN
ITE LIVES
 160 DATA 98,217,15,98,82
,121: REM INFINITE TIME
 170 DATA 117,193,215,999
: REM DATA END MARKER
```

```
  10 REM SIGMA 7 128 HACK
© ZZKJ
  20 INK 0: PAPER 0: POKE
 23624,0: CLEAR 25000
  30 LOAD ""SCREEN$ : POK
E 23607,128
  40 INK 8: PAPER 8: OVER
 1: BRIGHT 8: LOAD ""CODE

  50 POKE 34162,0: POKE 6
0071,0: POKE 60399,0: REM
 INFINITE LIVES
  60 POKE 37232,0: POKE 5
3675,0: REM INFINITE TIME
  70 RANDOMIZE USR 61385
```

People And Prices

Melbourne House, 60 High Street, Hampton Wick, Kingston upon Thames, Surrey KT1 4DB
Spectrum Machine Language For The Absolute Beginner £8.95
Spectrum +2 Machine Language For The Absolute Beginner £8.95
Z80 Reference Guide £9.95
Complete Spectrum ROM Disassembly £8.95
HiSoft, The Old School, Greenfield, Beds MK45 5DE
Spectrum *DevPac* £15.95
Romantic Robot, 77 Dyne Road, London NW6 7DR
Multiface One £39.95

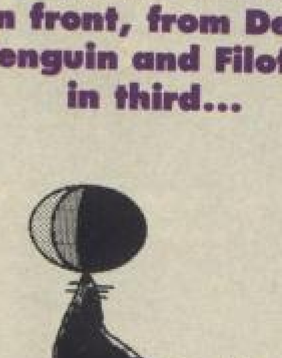


Fifth Floor
Sixth Floor
Into The
Eagles Nest.
Priceless Ming Vase
assorted gemstones
Captain MISCHA WELSH
BRITISH PASSPO
HM. GOVT
KL: PV1: MBW...
PASSWORD: ARE YOU A GOBLIN? STOP HAVE ENTERED THE
EAGLES NEST STOP HAVE DISCOVERED EXPLOSIVES STO
WILL REPORT AGAIN WHEN PRISONERS FOUND STOP I
MAP AND PHOTOGRAPHS STOP I HAVE
STOP HOW DID ORIENT GET ON

SCREEN SHOTS

PART TWO

...and at the half way mark, it's still Beef Sandwich out in front, from Deaf Penguin and Filofax in third...



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

Psi-5 TRADING COMPANY

YOUR SINCLAIR MEGAGAME

US Gold/£7.99

John Now this *is* different! Go and deliver the shopping. Okay, so the place you have to deliver to is twelve light years away. So the van driver's an android, but what do you expect? Let's get going.

The game is divided into two parts, the first being to choose your mission and pick your crew. There are three missions to choose from, and when you've selected one you're shown the distance you have to travel, the cargo you have to take and the reward you'll get if you get the job done.

Naturally you are the captain and you must choose your five crew members. This requires some thought. You have thirty people to choose from — five groups of six people each. Each group has different skills — weapons, scanning, navigation, engineering or repairs — and you have to select your team carefully. You get an on-screen display of piccies of the thirty people and selection is by the cursor keys. Once you've selected someone there's a chance to see their records so that you can make your final decision. Who's the best? Well, that's up to you to decide. Once you've made up you mind, though, it's time to load in part two.

The first important thing a captain must do is tell the navigator exactly where you're going. If you don't do this, not a great deal happens. Once I'd worked this out, and told Nik in navigation where we were off to, I settled back and familiarised myself with the crew. There was Boris in weapons, Bluton in scanning, good ol' Nik in navigation, Craven taking care of the engineering and T3XR9 (crazy guy!) in repairs. Space drifted past the window, so I asked Nik to put the welly down 'cos we had to be on time.

The screen graphics are really quite complicated, displaying no fewer than sixteen different things simultaneously. The screen itself is divided into three main areas and the top part is divided further into two halves. On the left there's your view out of the dashboard window, on the right there's the person/thing you're talking to. The bottom of the screen is where the communication takes place. These two main sections are separated by various scanners and warning lights so you can keep your finger on what's happenin' man. How the programmers have managed to squeeze so much onto the Speccy screen is beyond me!

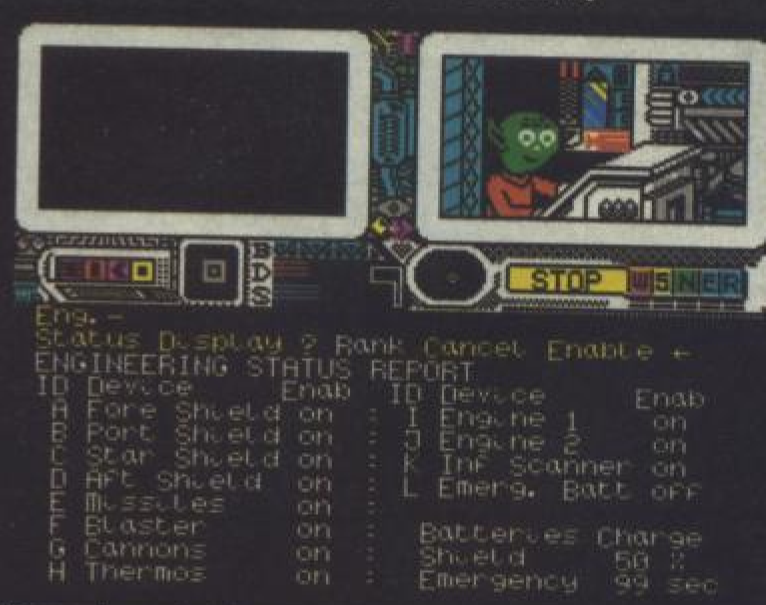
Time went by, and Nik kept slowing down. I remonstrated with him, but he only said "I'm doing my best" as he slowed down for the space equivalent of a traffic light. Oaf! All of a sudden, there we were in the middle of a battle (I told him we should've jumped the lights) and all hell broke loose. Messages arrived from every part of the ship, and we dodged around space, desperately trying to fight or avoid missiles. Suddenly, it was all over — Space Captain John blew it!

Psi-5 Trading Company needs a bit of brainpower and a fair amount of playing before you'll really get into it, but put the time aside, 'cos it's a cracker!

Graphics
Playability
Value for Money
Addictiveness
9



First choose your crew. Here are the candidates for the Scanning Department, and a thoroughly dodgy lot they look too. It's up to your Scanning bod to identify and keep track of any other vehicles in space, in other words tell you when someone's shooting (as if you didn't know!) Choose carefully.



Once you've got going you can call up your various department heads, who appear on the right hand screen looking cheerful in all circumstances (except when dead). This is the Engineering Status Report, and everything is looking particularly rosy. But just give it a few minutes, until you run into some trigger-happy little funster from the planet Warg . . .

DOC THE DESTROYER

Melbourne House/£7.95

John Melbourne House has combined a dungeons and dragons type character (with strength, endurance, intelligence, luck and charisma) with arcade action and a text adventure. Not only that, but the way the game plays depends on the way you've set up your character, so you'll need to play it several times to develop the best combination.

At the start you have to choose Doc's attributes (ooer!) If you make Doc's strength supersonic he'll fall over at the first sign of battle 'cos he'll have no endurance, so you'll need balance and forethought. Once you've done that you're off into the game. At each location you're presented with a set of choices to make. If you decide a bit of blood and gore is needed, go into the arcade combat section, where you battle against one of Doc's enemies. If you win, you can carry on, if you lose, it's back to the beginning. The battle movements are well thought out, and you need a fair amount of practice before you beat the baddies. Once you've bashed the life out of them, the choices pop up again and this time you may choose to go into the text adventure bit.

Here you get descriptions of the rooms as you wander through them, and there's also a picture of Doc in glorious cross-eyed technicolour. As the game progresses Doc's expression changes, showing just how well you're doing. At the bottom of the screen is the games menu window — this displays the options you have to choose from to make Doc do something else. Depending on what you choose, Doc will either carry on with his adventuring or he'll go back to the arcade battle sequence, so you've got to choose wisely. You also have the option to save your Doc to tape if you're successful and want to carry on at a later date, and this also means that you can use your Doc in future games of the *Doc The Destroyer* series, since Melbourne House has promised us more to come.

Doc The Destroyer's an interesting mix of the two types of gameplay — both the hack-and-slash and the think-it-through. All good clean fun, I reckon

Graphics / Playability / Value for Money / Addictiveness — **7**



KINETIK

Firebird/£7.95

Tony There have been a lot of bouncy ball games recently, and I reckon this ranks with the best of 'em! You play a spaceship that's shaped very much like a demented ping pong ball with a window plonked on it. You're supposed to control this by bouncing it around the scenery, but it seemed to have a mind of its own to me.

The object of this weird and wonderful game is to find three letters, A, X and P, that have to be picked up in the right order to make a Latin word (though I doubt the word's AXP). Then you have to take this to the Kinemator! (Eek! Scary muzak!) If the letters aren't in the right order the mission, the game and your life are over.

You have three lives to play with, and each one consists of energy bars (kinetic energy, geddit?) that reduce every time you hit a nasty. However, you're not stuck out there defenceless. No chance John. Your help comes in the form of a powder sprayer that shoots nasties and walls, a safety shield that stops you getting zapped, little gadgetmewotzits that turn gravity or anything else to do with physics (such as friction and bounce) off, and a teleporter that can send you to any screen, as long as you have the right code to get there. All is not plain sailing though, 'cos there are loads of nasties just waiting to get you. Most, though looking fairly terrifying, do nothing other than deflect or bar you from any object. They also drain your energy slightly, though you can always fill up again at the local lake. Some, however, strip you of an item when they touch you, which becomes a bit of a pain after a while.



The buildings and the shrubbery are okay to touch, but if they go red, stay away, or it's instant death. Red cave walls are the exception — they're all right. There are also white circles fixed in the middle of the screen. Don't be fooled, these are really magnetic and will drag you back towards them.

All in all it's a great game. The animation's smooth and there's little or no colour clash. Firebird is definitely onto a winner here. I've only got one thing to say to anyone who disagrees — spherical objects!

Graphics / Playability / Value for Money / Addictiveness — **8**



NEMESIS

Konami/£7.95

Tommy Tarantara! It's finally here! Gordon Bennett, it took long enough. But after countless reprogrammings it seems that the mammoth task of jamming last year's fabbest arcade shoot 'em up into 48 cheesy old K has actually been achieved. Well, nearly.

All the original features are there, bar the amazing graphics — much as you'd expect. As you're flying along on your mission to save your planet from the avenging Bacterion forces, you have to pick up enemy capsules (usually awarded for pranging a whole group of fighters) which when collected give you certain extra powers. Missile, for example, gives you, yes, a missile, which drops down to the bottom of the screen and wipes out anything down there. Laser gives you a much sharper, more powerful weapon (oo-er) which scythes through your enemies, but is often less versatile than your bog standard shooter. Double doubles your firepower, although it's incompatible with Laser ('tis one or the other, old chum). Option deposits an extra lump on your ship which also fires at aliens, and so on. As the game goes on, of course, it all gets much more complicated.

Like the arcade version, the Speccy *Nemesis* is very fast and very hard. The ship is highly manoeuvrable and the aliens whiffle about like nobody's business, knocking you out before you really notice. In fact, the collision detection is the game's single major flaw. To avoid the usual problem, Konami has you destroyed about half a sprite before you thought you'd hit anything — a bit irritating to start with, but you get used to it.

Otherwise it's a faithful, no-frills conversion. The graphics have suffered by necessity, but if you can accept that you have a Speccy in your living room, not a four-ton three megabyte arcade machine and a lifetime supply of 10p pieces, *Nemesis* is well up to expectations. A deserved hit for Konami!

Graphics
Playability
Value for Money
Addictiveness
8

US Gold/£4.99

Sara What a fine game *Gauntlet* is — kept me amused for hours (*You mean months! Ed*). And this is a fine addition to it — another 512 whole levels to zap your way through. The blister on my joystick thumb is getting bigger by the day.

You need the original game to play it, loading this in first so that you can choose the character you want to be, and selecting between joystick or keyboard. Then, where the tape tells you to rewind to the start of side 2, you just load in the *Deeper Dungeons* tape and orft you jolly well go.

The first thing you notice is that it's not vastly different to the original. Then you start playing and realise that, while it's not that different, it's lots harder. There are loads more nasties to fight — the generators throw them out at a worrying rate of knots. Also, the blue flashing traps appear right from the very beginning. These are to be avoided like the plague — blunder into them and they'll remove the walls holding the baddies back. Then you'll have to fight like fury if you're going to progress any further. In fact, the whole game needs furious weapon wielding, 'cos there's more of everything and you really have to hack away.

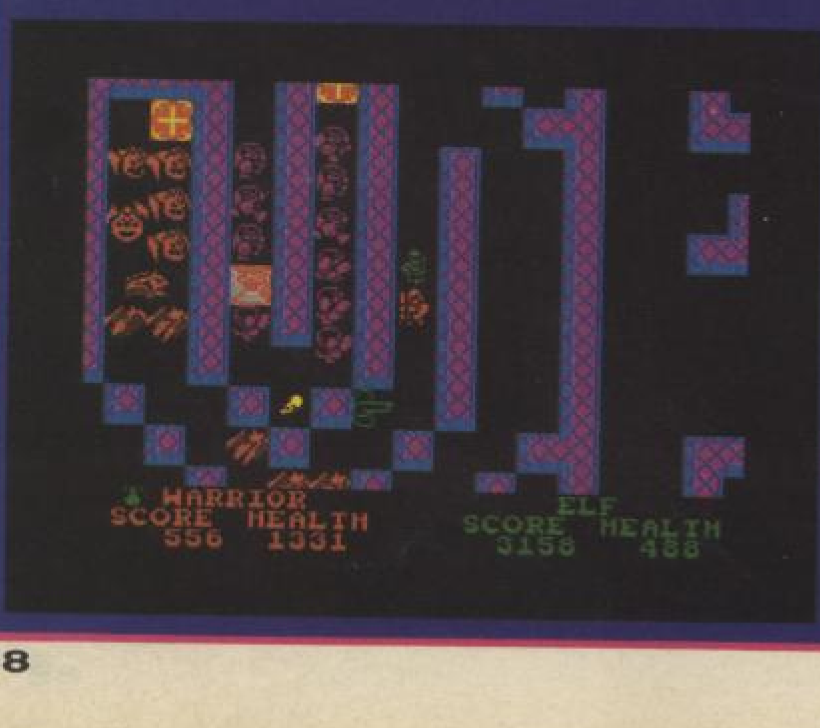
The dungeons themselves have been titivated too. They're similar to the original (let's fact it, how many dungeon designs can you have?) but they're a bit flashier-looking and a sight more tortuous. If you're anything like me you'll be wandering around some of them for quite a while before you can get through to an exit.

All the usual bits and pieces appear, but there's more of those too. The invisibility amulets turn up quite regularly, and the potions are easy to find and collect, apart from the ones at the end of passages with an exit in front — most annoying. The treasure now twinkles attractively in the chests, though treasure rooms are still frustrating — why do I never find the exit before the counter gets to zero? Food is available too — both the plates and the bottles of cider. Mind you, as with everything else, there's also lots more poisoned cider — just look out for OXO before you have a guzzle.

And the meanest trick of all is that there are more Deaths dashing around. Everything's okay if you've been wise and stocked up on your potions, or if your joystick waggling is finely tuned so that you can out-run them, but if you're a ham-fisted fool like me, you'll find yourself in a couple of sticky situations.

If you're hooked on *Gauntlet*, then you've probably already got your fiver put on one side for this. If you weren't convinced by the original, then you'll not be very interested, but I can't help it if you're soft in the head! Rollicking good fun — I love it!

Graphics
Playability
Value for Money
Addictiveness
7



GAUNTLET
THE DEEPER DUNGEONS

TASK FORCE

Take another byte at the cherry 'cos *Ian Hoare*'s back with lots more listings.

Loads of goodies this month, so I'll get stuck in straight away! Do you remember that I was talking about Interrupt Mode 2 and whether eight bits or only seven can get pulled in on interrupt? Well, two people have written in about this. First off, there's **Kevin Preece** from Longlevens with a short piece of code from *Art Studio*. This uses IM2 interrupts to detect a mouse (I use cheese, myself) and act on it, and the other's from **Barry Stuart** of Crosby, who sent in a program that actually tests what's going on. I'm only going to print this one, 'cos the *Art Studio* listing must be copyright! Here goes, assemblers to the fore.

```
10              ORG   OFF10H
20   PBUFF  EQU   5B00H
30   VECTR  EQU   OFE00H
35   BASIC  EQU   1303H
40              LD    HL,PBUFF
50              LD    A,L
60   RESET  LD    (HL),A
70              INC   L
80              JR    NZ,RESET
90              LD    B,13
100             LD    HL,VECTR
110             PUSH  HL
120             LD    A,60H
130  LOOP2  PUSH  AF          ;make up
140  LOOP1  LD    (HL),A      ;table
150             INC   HL          ;260 as
160             LD    (HL),A      ;this is
170             INC   HL          ;nearest
180             ADD   10H         ;mult-
190             JR    NC,LOOP1;;iple of
200             POP   AF          ;20 to
210             INC   A           ;257!
220             DJNZ,LOOP2
230             POP   HL
240             LD    A,L
250  DOVEC  LD    E,(HL)
260             INC   HL
270             LD    D,(HL)
280             PUSH  HL
290             LD    HL,VECTR+3
300             LD    (HL),A
310             DEC   HL
320             DEC   HL
330             DEC   HL
340             LD    C,7
350             LDIR
360             POP   HL
370             INC   A
380             JR    NZ
390             DOVEC
400             DI
410             LD    A,OFEH
420             LD    I,A
430             IM2
440             EI
450             RET
460  TABLE  PUSH  HL
470             PUSH  DE
480             LD    HL,PBUFF
490             LD    E,A
500             LD    D,L
510             ADD   HL,DE
520             INC   (HL)
530             LD    A,OFEH
540             CP    (HL)
550             EI
560             JR    NZ,EXIT
570             LD    A,3FH
580             LD    I,A
590             IM1
600             JP    BASIC
610  EXIT   POP   DE
620             POP   HL
630             POP   AF
640             RET
650  VECTR  DI
660             PUSH  AF
670             LD    A,0*
680             JP    TABLE
690             END
* Actual value in A depends on
it's position in IM2 vector
table, thus it has unique value.
```

This routine is quite subtle, so have a good look at how it works. When you're assembling it makes quite sure you've got it right, as there'll be the most horrendous crash if you haven't. Save the code as TEST, say, before going any further. To use the code, you'll have to plug in your Kempston joystick, type in this next short bit of Basic and RUN it. Wiggle the joystick about while the program's running, and when the OK message appears, type GOTO 40 to see what's happened. On the left of the screen you'll find the value held on the data bus, and on the right will be the number of times that value was found. Very neat!

```
10 CLEAR 24575
15 LOAD "TEST" CODE
20 RANDOMISE USR 65296
30 LET I= IN 31: GOTO 30
40 FOR I=23296 TO 23551: IF PEEK
I THEN PRINT I-23296,PEEK I
50 NEXT I
```

Barry also suggests trying it with other old peripherals (new ones should be okay) and seeing what values they give. He also makes an interesting suggestion — why not set up a table containing E5 throughout? As E5 is the code for PUSH HL, it'll do double duty as part of a fast CLS instruction as well as a vector table. Now that's *really* wicked!

Going back to Kevin, he reckons he can explain what's going on, even though I'm not going to print his routine! He says that although the data bus can hold any values, the peripheral chips specifically designed to be used with the Z80 can be programmed to supply a byte on the data bus during an interrupt acknowledge cycle. He goes on to explain that when programming these chips, you have to supply a word (in this case byte) that has bit 0 reset, so that it can distinguish it from an ordinary control word. As all odd numbers have bit 0 set, this also has the effect of ensuring that such devices can only provide an even number on the data bus. Phew! I think that's all sorted out. Thanks very much to both of you for going to all that time and trouble.

And now for something... **Ewan Dalton** from Irvine in Scotland wrote in with a neat little way to save just the variables from a Basic program. There are two different ways to do this, depending on whether you have a microdrive or not. The machine is fooled into thinking that the Basic program consists only of the variables! Remember that the POKing and SAVING should always be done on the same line, or the poor computer will get really confused!

```
9000 REM ** Tape Save **
9005 POKE 23636,PEEK 23627: POKE
23637,PEEK 23628:SAVE "filename"
: VERIFY "": POKE 23636,203:
POKE 23637,92:RETURN
9010 REM ** Microdrive Save **
9015 LET V1=PEEK 23636: LET V2=
PEEK 23637: LET V3=PEEK 23627:
LET V4=PEEK 23628
9020 POKE 23636,V3: POKE 23637,
V4: SAVE *"M";1;"filename":
VERIFY *"M";1;"filename": POKE
23636,V1: POKE 23737,V2: RETURN
```

Just a sec, though! I'm pretty sure that the microdrive one won't work, Ewan! I have a sneaking feeling that when you do the PEEKing, all the channels are closed. The program appears at its normal 23813 with the VARS directly above that. When you start the save, you'll find that the IF1 program has opened up a channel of nearly 600 bytes to put information into. The Basic and the VARS have moved up, so that they now appear after you've looked at their locations. Whoops! Wrong way round. Never mind, the principle's okay — there's a *YS* badge for the first person who can send me a routine that does work with microdrives, and Opus drives too.

Ewan also sent in this dead short bit of code, guaranteed to drive WH Smith assistants daft! I'll give you the assembler listing first, and then just this once, and 'cos you might need it when you haven't got an assembler handy, I'll give you a Basic program to POKE it in.

```
10              ORG   65368
20   GO     LD    A,255
30   LOOP   OUT   (254),A
40              DEC   A
50              JR    NZ,LOOP
60              JR    ST
70              END

BASIC LISTING
10 FOR N=1 TO 9
20 READ A: POKE 65367+N,A
30 NEXT N
40 PAUSE 0 : REM or 255
50 RANDOMISE USR 65368
60 DATA 62,255,211,254,61,32,
251,24,249
```

If you do pause 0, the program will wait there until someone presses a key. Try it on a 128K Speccy attached to the TV with the sound turned up!

Send your routines to: Task Force, Your Sincla 14 Rathbone Place, Londo W1P 1DE.

Quite a few people have answered my question about why that recursive function for converting Hex to decimals failed when presented with numbers starting with a 9. Put simply, it has to do with the fact that in string comparisons, the whole of the strings are compared, not as numbers but as a string. I guess I should have spotted that, really. Thanks to **Alan Baker, Kevin Richards, Barry Stuart** and anyone else who did. The shortest fix came from Barry who suggests replacing the original
(7 AND x$›"9") by
(7 AND x$›="A"
However, Kevin came up with a crafty way of making the routine even shorter, ending up with just 84 bytes.

```
2 DEF FN h(x$)=VAL "(CODE x$-48-
(7 AND CODE x$>57))*16^(LEN x$-1
)+VAL -(( ""FN h(x$(2 TO ))"" AND
LEN x$>1)+""+0"")"
```

In the April issue I recommended that you put machine code into the printer buffer, and I also had some things to say about using the 48K ROM on a 128K or Speccy +2. Well, **Cliff Lawson**, who works for Amstrad, points out that the printer buffer is used by these machines for more system variables, so this isn't really a good place to store codes, or to put programs designed to be portable. Cliff's other point was that if you use the command RANDOMISE USR, the 48K ROM is paged in and as it's virtually identical to the old one, any routines such as LD A, 3 CALL 1601H will still work fine. Thanks for your comments, Cliff.

Finally, **Frank Wright** from Harrow has written in. He's 58 and visually handicapped and he'd like some short, simple and spectacular routines that make use of colour and UDGs. He loved **Michael Farrell**'s routine in the February issue and would like you to send in lots more. If you do, I'll pass them onto him if they're not published, so please could you make them *very* clear so that Frank can read them.

Okay, that's your lot! See you all next month, and keep those routines and problems coming in. What would I do without you?



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DON'T THEY LOOK SMART!
YEAH. AND I LOOK LIKE A PRIZE PRATT!
SOON
THIS IS BORING! WHAT I NEED IS A BIT OF EXCITEMENT!
JACKIE!! YOUR BOOTIES!
YOU ARE A SILLY BILLY, AREN'T YOU!
GAGA GOOGOO!
PARP!
YIKES!!
DANG IT! MISSED!
LATER... AT THE GREENGROCERS
OH DEAR. I THINK IT'S RAINING
PTUI!
MMM... JUST A SHOWER PERHAPS
LOOK JACK, MRS SCROTT, THE GREENGROCER'S WIFE, HAS GIVEN YOU A LOVELY NEW PAIR OF BOOTIES!
OH NO!
ARE YOU GOING TO SAY 'THANKYOU' TO HER?
I KNOW PINK IS FOR GIRLS BUT HE'S TOO YOUNG TO KNOW
YES, I THINK HE LIKES THOSE!
I THINK I'M GOING TO BE SICK!
NATTER NATTER NATTER
FUME!!
CHAT... CHAT... CHAT...
ANYWAY, IT'S BEEN NICE SEEING YOU AGAIN MRS SCROTT
COME ON JACKIE. HOW ABOUT SOME SWEETIES FOR YOU ON THE WAY HOME SEEING AS YOU'VE BEEN SUCH A GOOD BOY?
WOOSH!
GA GA!



SLAVE TO THE RHYTHM

Yeah, right. You know when the band's really cooking and the drums are beating fast, the bass is thumping like a heartbeat and... yeah! Woooh! Yee har! *Phil South*'s got this amazing new Cheetah MK5 MIDI master keyboard and he's plinking away. Take it away Phil... Oi! Come back!

Heyyy! Worra sexy piece of kit, eh? A master MIDI keyboard for under a hundred quid... what? What's MIDI? Oh come on, you must know! No? Okay, let's start at the very beginning. (A very good place to start...)

The Cheetah MK5 is a long metal box with a piano keyboard on it, and no actual sound-making capability of its own, for £99. If you'd have tried to market something like this five years ago, people would have stamped on your foot and told you where you could put it, and not even supplied the shoe horn. But in 1987 the self same box will sell like hot taters in winter and, at the price, knocks spots off the competition. Why? The answer lies in a simple four-letter word... Before you start getting naughty, (tut tut), those letters that put a silent rattly keyboard to the top of every musos wish list are M-I-D-I.

MIDI stands for Musical Instrument Digital Interface. This allows any digital synthesiser (or similar MIDI equipped device like a drum machine) to communicate with any other MIDI device or computer. Although this may sound irrelevant to making any kind of music, in practice it's extremely useful. The Cheetah MK5 keyboard is a fully equipped MIDI device, and with it you can control a number of MIDI sound producing devices, known as 'sound sources'. It's called a 'master' keyboard, because you can use it as the central controller for other instruments.

THE MIDI'S TOUCH

The Cheetah 'master' keyboard can be linked up to a number of sound sources, allowing you to play all of them from the keyboard itself, simply by selecting a different MIDI 'channel'! Alternatively, you can plug your MK5 into a 'synth expander module'. An expander module is a synthesiser without a keyboard, usually added to a synth to expand its sound making abilities. If you plug a master keyboard into a expander, you can play the sounds on the expander as if it was a normal synth! Compare the probable cost of around £1400 for a Yamaha DX7IID synth, the biggest and best one they do, to the cost of a Yamaha TX7 expander module (£600ish) and the Cheetah MK5 (£99). The two things do exactly the same jobs but the TX7/MK5 combo costs 700 quid less!

The beauty of MIDI is that it's so adaptable! Using your Cheetah MK5, you can play not only the various synth modules, but any other kind of MIDI synth. For example, say you have a Casio CZ-101. It's a fantastic little keyboard, with great sounds that are easy to edit, but it suffers from one big drawback. The keyboard is one of those titchy tiny ones that you find on home organs, which makes you play like you've got a bunch of overripe bananas for fingers. So all you need do is get a Cheetah MK5, and you can play a reasonable sized keyboard, and add another octave of playable pitches to boot!

A further use of the MK5 keyboard comes to light in the form of Cheetah's MINI interface, available separately at £29.95. Connect this between your MK5 and a 128 Speccy, and you can play and edit the sounds from the 128's sound chip! Cor! A minisynthesiser for 30 quid! But this is as nothing to what you can do with it if you use Cheetah's new MIDI interface!

ACE 'FACE

With the MIDI interface, you can use your computer to send MIDI information (like sounds and pitches) to a number of keyboards at once using Cheetah's own sequencing software. This means that provided you have enough MIDI devices (synths and drum machines) you can compose, arrange and *PLAY* a piece of music on loads of instruments

Photography: Tony Sleep

Cheetah MK5 MIDI Keyboard



The biggest surprise when you first pick up your brand new MK5 master keyboard is the sheer flippin' weight of the thing. And how strangely cold it is... then you realise the reason is that it's made of metal.

On the back of the machine are its contacts with the outside world, the power plug (yes it needs its own power supply) and the MIDI OUT socket. There's no MIDI THRU or IN, but these aren't really necessary because you aren't going to want to pass MIDI information *to* it, only *from* it. On the top there's a little notched wheel for pitch bend, a button marked 'Program/Play', and a three-digit LED. Above the keys on the top octave of the actual keyboard are the words CHANNEL, OCTAVE, PROGRAM and TRANSMIT.

The button on the top of the device is the most important key on it. Pressing it activates Program Mode, where you can use the top keys on the keyboard to change a sound, select a new synth to play, shift the octaves up and down and transmit all this info to the synth in question. On our sample unit, the button was a bit erratic, sometimes switching on program mode, sometimes not. Although this fault could just be due to the newness of the unit we tested, it could be a teensy bit annoying if you happen to get one that does it; you have to press the button two or three times before it realises you're trying to change modes.

Altering the patches and channels is achieved by pressing Program Up/Down on the top octave keys, effectively stepping up or down through the settings, whilst watching the program names on the LED.

The only small niggle I came across whilst using the unit was the pitch bend wheel. It didn't bend the note as far as the wheel on the Casio did, which if your musical taste runs to extreme bending and warping of pitches, could prove a bit of a pain.

You remember I said MIDI was a standard and you can connect *any* MIDI instrument to *any* other? That's not strictly true, 'cos sometimes you get small differences of opinion between some makes of synth and your controller. Happily none of these annoying inconsistencies raised their ugly heads in our test of the Cheetah MK5. It changes channels and patches like a good'un, and the keyboard plays like a dream. Considering the nearest alternative to buying a MK5 is lashing out for something like Yamaha's v. swish but v. pricey KX5 Remote Keyboard, the Cheetah runs away with it!

Playability
Construction
MIDI Compatibility
Value for Money
9

FAX BOX
Product ..... MK5 MIDI Keyboard
Price £99
Supplier ... Cheetah Marketing Ltd

Cheetah MIDI Interface



In order to sequence and compose on a lot of MIDI instruments at once, you *have* to have a MIDI sequencer. Okay so that sounds fairly obvious, but once you've seen what one can do, you'll wonder how you ever got on without one.

Lurking within a similar box to the SpecDrum or Sound Sampler is a full implementation of MIDI, IN, OUT and THRU ports and all the hardware you need to drive the MIDI software. Also in the package is a two metre MIDI cable (a sort of DIN plug really), and a cassette containing the editing software.

The sequencer really is a *full* specification! I use, in my home studio, an Apple *IIe* and *very* expensive MIDI software. Impressively, the Cheetah software does what mine does, plus a lot of things mine has never done!

It can store eight tracks and cope with up to 16 MIDI channels. It has Real Time (from the MK5 keyboard) and Step Time (via the computer) input to the sequencer. It has a 6,000 note memory, depending of course on how much pitchbend information you're using. It has transpose and append functions for you to edit your songs with, plus copy and paste options. There's a flashing guide a bit like the one on the SpecDrum, which beats once every bar.

You can also select verses of your song to play over and over, or you can play them (if your verses are called A, B and C, say) in any order you choose, like this: ABBCABABACCBCBA, which is either a very good tune or a word Paul Daniels uses to make pianos disappear!

The MIDI Interface doesn't differ too greatly from Cheetah's other add-ons boxes in its construction. A fairly unassuming black box, with a MIDI cable running out of the side. It doesn't need to look brilliant, 'cos it's got it all inside.

Documentation
Playability
MIDI Compatibility
Value for Money
9

FAX BOX
Product. Cheetah MIDI Interface
Price £49.95
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at once! So there's no need to worry about using multitracking tape decks to write tunes on. Just do it on all your synths!

You can compose tunes in Step Time, by selecting the notes you want to play one at a time at your leisure, or in Real Time, playing them live at the keyboard. Either way you get eight tracks of music... provided you've got eight MIDI sound sources to play them on. (Yamaha's FB01 and TX81Z are very good for this, as they have eight synths all together in a little black box the size of a hardback book!)

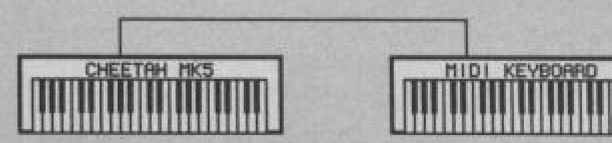
The rhythm elements of a tune can be triggered from a MIDI compatible drum box, and the effects on the voices can be changed in mid warble if you have a MIDI reverb, like Yamaha's Rev 7 or Alesis' MIDIVERB, or a multi-effects unit like Alesis' MIDIFEX or Yamaha's SPX90. The mixing can even be done for you too, if you have a MIDI mixing desk. Akai make a heinously expensive one called the MPX-820, which at £1399 prompts the quip "Great, I'll have two!" This means that you can control the faders of the mixer, using MIDI to pull them about electronically.

As MIDI gets more and more complex, and the technology to make computer music becomes more affordable, devices like the Cheetah MIDI system will be very welcome. They're cheap, but the quality of their performance is very high indeed. Watch this space for further developments.

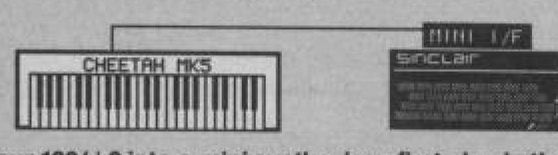
Okay lads, from the top. A-one, a-two, a-one, two, three, four...

The Midi Lead's Connected To The...

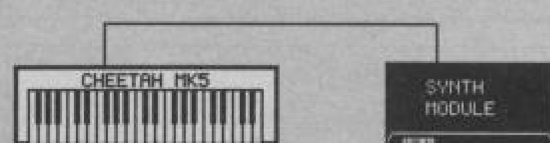
...synth bone! Here are a few useful hints and tips for the uninitiated on how to arrange the Cheetah MK5 and MIDI and MINI interfaces so that you'll get lots of lovely noise.



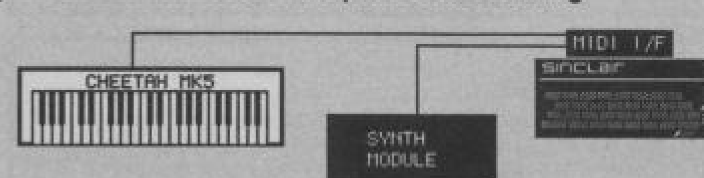
The simplest way to enjoy MIDI music with the MK5 is to plug it straight into a MIDI equipped synthesiser, like the Casio CZ-101. Then you can play the super-dooper Casio sounds on a proper-sized keyboard, instead of the piddly little one it comes with.



To turn your 128/+2 into a *mini* synthesiser, first plug in the MINI interface, and then attach the MK5 to the end of the interface cable. You can then, with the free software, edit and play the sound chip as if it was a real synth! Cor, flip me!



The cheapest way of owning a top flight synthesiser is to add a MK5 to an expander module, like the Yamaha FB01. You simply run a MIDI cable from the MK5 into the FB01 and voilà! A multitimbral (eh?) FM synthesiser for a fraction of the price of the real thing!



Using the MIDI interface you can sequence up to eight different MIDI devices, putting the patch and pitch information into the sequencer by playing the keys on the MK5. The sequences can then be played back — it's a bit like having a digital tape recorder!

Cheetah MINI Interface



One of the original ideas behind the Cheetah MK5 was the ability to play the soundchip on the 128 Spectrum as a synth in its own right. If this sounds like a dippy idea to you, just think about it for a second — imagine how much more flexible and musical the 128's sound chip could be if you could edit the sounds and play them from a full sized keyboard! Using a gadget called a MINI Interface (Yes, that's MINI, not MIDI!) with its own editing software, you can edit and play the sounds on your 128. Never thought you had a synth in your Speccy, did you?

With the special MINI software, you can edit the sounds, pitch envelopes, mix white noise and tone, and edit tremelo (vibrato) on the 128's screen. In the sound edit mode, you get a graphic display of the way the sound looks, a sort of oscilloscope view of the envelope shape. There are also keyboard split routines, so you can play one sound on the top half of the keyboard, and another on the bottom half.

Okay, so it's only a MINI synthesiser, but what do you want for under £30, Jean Michel Jarre? A fine use of the Spectrum's sound, and more fun than a barrel of organ-grinders.

Documentation	7
Playability	8
MIDI Compatibility	9
Value for Money	9
	8

FAX BOX
Product .... MINI Interface
Price £29.95
Supplier .. Cheetah Marketing Ltd

Muso's Bluffing Glossary

A bluffers guide to selected music and MIDI terms.

device (when applied to MIDI) is any MIDI equipped instrument — drumbox, synth, digital trousers.
expander a MIDI device usually used to add voices and timbres to a synth, but which can be used as a synth in its own right if you have a MIDI master keyboard to trigger the different pitches.
faders the things that producers and engineers get paid to slide up and down on mixing desks.
master a controller for a MIDI keyboard setup.
MIDI acronym for Musical Instrument Digital Interface.
monophonic in mono mode, you can play a synth one note at a time — you can't play chords.
multitimbral having many different voices.
patch the settings on a synthesiser which produce a certain sound — also applied to the sound itself.
pitch an absolute frequency assigned to a specific note on a musical instrument. High notes have a high pitch, low notes have a low pitch.
polyphonic in poly mode, you can play more than one note at a time — you *can* play chords.
real time playing notes into a sequencer live.
sequencer a device or program which stores pitch information and plays it back on a synthesiser.
slave a device which responds to the commands of a master or controller device.
sound source any sound producing device.
step time playing notes into a sequencer one by one, with no time limit.
timbre the character of a note, usually called tone colour — what a note sounds like.
voices if you can press down eight notes on a synth and they all sound, the synth is said to have eight voices; each individual tone.

Wot's The Damage, John?

(All prices are approximate retail prices, and are correct at the time of going to press — shop around a bit and you may get them cheaper!)

Yamaha DX7IID	£1499	**Yamaha SPX90**	£629
Yamaha TX7	£699	**Casio CZ-101**	£299
Yamaha FB01	£325	**Alesis MIDIFEX**	£299
Yamaha TX81Z	£399	**Akai MPX-820 mixer**	£1399

Talk To Them

A selection of useful addresses and phone numbers for your music notebook, in case you need more information. Happy plinking!

- **Cheetah Marketing**, Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS. Phone (0222) 555525.
- **Yamaha Music Pulse**, 58-60 Conduit Street, London W1. Phone 01-734 5184.
- **Casio Computers**, Unit 6, 1000 North Circular Road, London NW2 7JD. Phone 01-450 9131.
- **Turnkey Shop**, 14 Percy Street, London W1. Phone 01-637 0700.



HEAD OVER HEELS

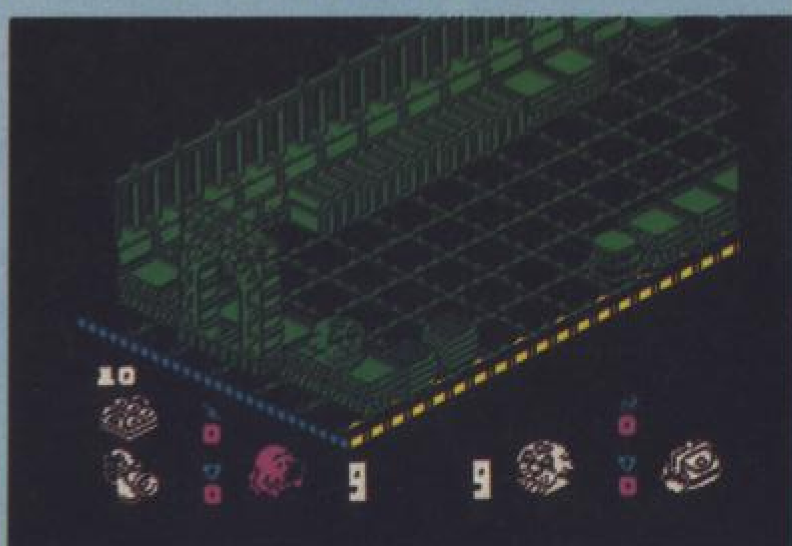


Ocean's follow-up to *Batman* has had us turning somersaults! *Marcus Berkmann* flipped his lid, and now reports from Ward E, third bed on the right...

Remember *Batman*? Who can forget it! Jon Ritman and Bernie Drummond's Filmation-style arcade-adventure was a true-blue tie-dyed classic, a game that stands as one of the best ever seen on the Speccy. Combining razor-sharp graphics, endlessly fascinating gameplay and an excellent plot, it was one of Ocean's very finest hours (three o'clock being one of my own best). Virtually my favourite game ever, in fact. Until *Head Over Heels* came along, that is...

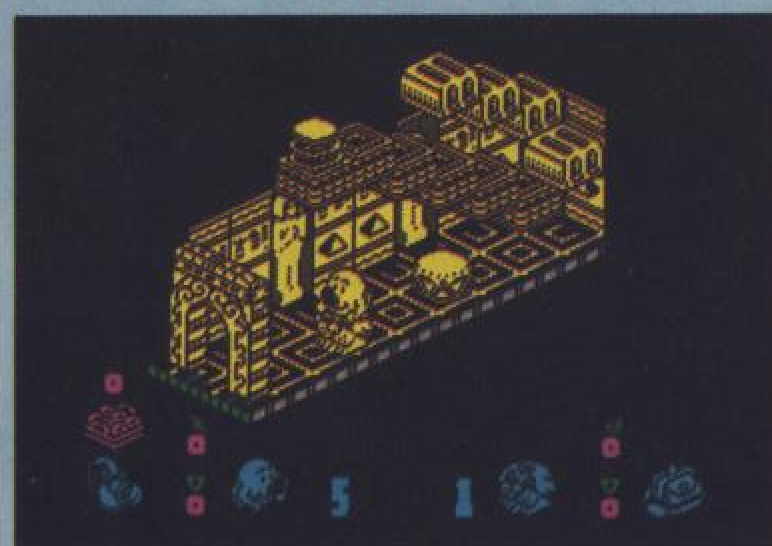
And guess who are responsible for this little beauty? Yup, the self same J Ritman and B Drummond. The newie's not a sequel to *Batman* — no jetpacks, no Penguins and no munching Pacpersons are anywhere to be found. But it's so similar in style and approach to old Batty that it might as well be. What's especially corky about *Head Over Heels* is that the plot's just as good as *Batman*'s — but totally different! Instead of one character, you control two, Head and Heels. Both come from a bizarre planet called made up of a pair of symbiotic animals who operate together

ON YOUR TOES



Here's Heels in Blacktooth Castle's deeper dungeons (no relation). The room is two screens long, and although it may look easier to go along the near side by manoeuvring the two portable blocks in the gap, you'll actually find it more profitable to go the other way. Pick up the bricks one by one and take them to the screen's far side, then push them into the gap. Remember that Heels can jump only about one and a half squares in all. Then ride the conveyor belt and jump over the first of the two blocks at the end, 'cos it's a vanisher! What awaits you is a reincarnation fish that's very much worth netting!

MUMMY!



Head and Heels reunited on the planet Egyptus, and it's a real teaser. In order to reach the next level, you need to get both of 'em up to the top step, standing on the spring (which doubles their jump) with the drum underneath. Head can launch himself off Heels' back, but that leaves Heels, having collected the drum, to go up the stairs avoiding the toasters. And every time he jumps up a step, he's frazzled! The solution's pretty easy though. Instead of jumping, stand underneath the first toaster and drop the drum. You'll then be standing on the drum and can walk onto the first step. Then pick up the drum and repeat all the way to the top.

In a way you can't help envying the format, which must be one of the most inspired and adaptable in all computer gaming. Most objects and characters are based around a 3D block size, and all have different capabilities. Some blocks can be moved around (and therefore picked up by Heels) and used to get H and H up to otherwise unreachable higher levels. There are also some rather more static blocks, plus conveyor belts, blocks that vanish when you step on 'em, springs, ladders and switches (to turn off the nasties) — all the classic features of this type of game. You'll also find reincarnation fish (which let you restart at that location when you're killed), cuddly stuffed white rabbits (which magically enhance your powers in various ways), doughnuts, a hooter and even hush puppies!

DOWN AT HEELS

There's loads more to Head and Heels, but half the fun is finding out for yourself. Like *Batman*, the game has an addictiveness and a compulsive quality which personally I have never found in any other game. Whenever always another one just around the corner — and

DIGGING HIS

Nary a screen goes by in this game without some sticky teaser (*Oi! Don't call me sticky! Ed*) confounding and mystifying you. So can

Look pretty solid, don't they? But you can bet your bottom dollar that one or two of those blocks will

An excellent specimen of the much revered reincarnation fish. Gobbling this up is your insurance

from a bizarre planet called Freedom, where creatures are made up of a pair of symbiotic animals who operate together as one (*Are you sure about this? Sounds grubby to me! Ed*). H and H are spies attempting to overthrow the evil regime on the planet Blacktooth, whose empire extends to four nearby planets. As you start the game they've been captured, separated and imprisoned in the castle headquarters at Blacktooth. You've got to get them out, get them together and then liberate the odd planet or two before legging it.

A HEADY BREW

Not an easy task, especially when there are over 300 screens to negotiate. It'll take you long enough just to get Head and Heels together, and longer still to get them off Blacktooth. Some of the puzzles are fiendish — either hard to work out (yup, it's lateral thinking time) or requiring finely honed arcade skills (you know, the sort I don't have). Virtually every screen has a different conundrum to solve — some seem impossible on first, second and 43rd sight, but many depend on whether you've chosen Head or Heels (or both) to tackle them. Each has different abilities — Head can jump a long way, and fire doughnuts at nasties, while Heels is swift on his feet and can carry things around the screen. Put them together and their abilities are combined.

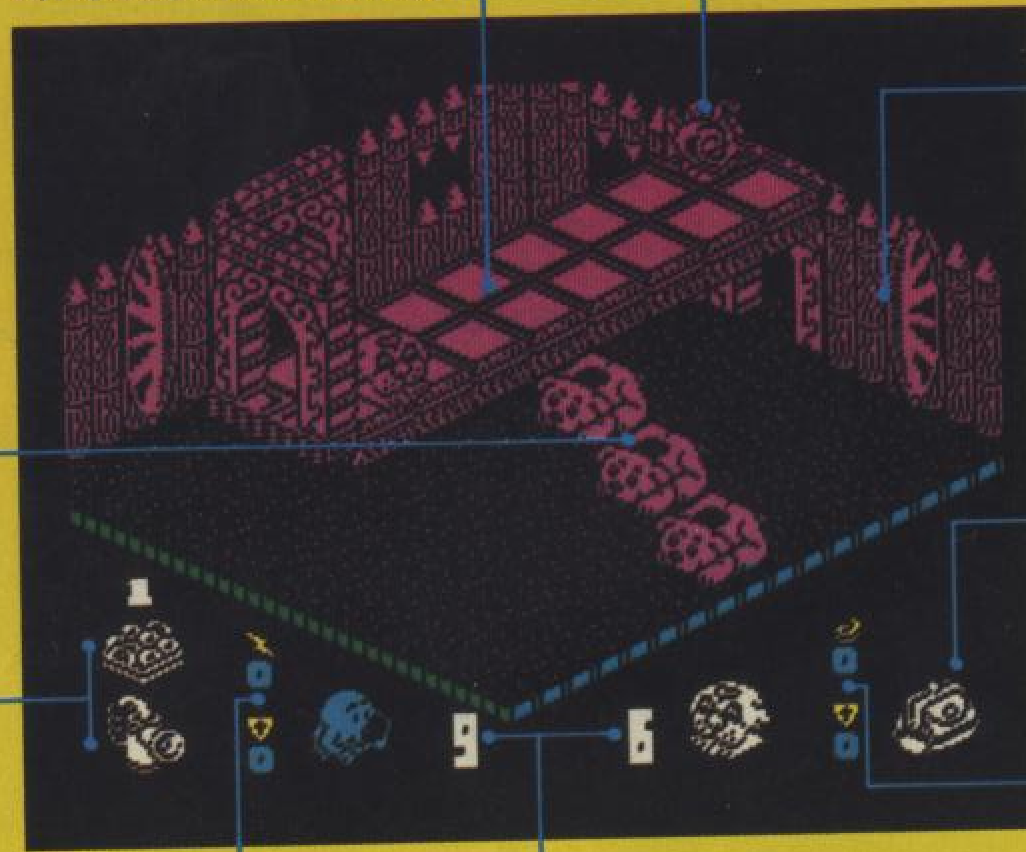
As you move around the course, you'll often have to split them up temporarily — which can cause problems if one or other gets knocked off, 'cos the survivor is unlikely to get out of the labyrinth without his little friend's help. Sometimes you'll need to split 'em up, put 'em back together and so on, all on the same screen. The combinations are almost endless.

Illustration:Nick Davies

HEELS IN

Heels get his reincarnation fish?

YOUR SINCLAIR MEGAGAME



Look pretty solid, don't they? But you can bet your bottom dollar that one or two of those blocks will vanish just as you step on them. Down you'll go, and you'll have to nip briefly off-screen (to let it reset) before returning for another try. Better to jump all the way along the ramp and pick up the fish in passing.

An excellent specimen of the much revered reincarnation fish. Gobbling this up is your insurance policy against getting killed later, as you'll then have the option of resuming the game right here. But make sure the fish is wobbling and gyrating — if it's dead so will you be, for good!

Curious beasties, these hush puppies. Always asleep, often arranged in staircase formation, they're nevertheless alert enough to vamoose whenever they catch sight of Head (he's dogged by bad luck). Heels, on the other hand, they welcome with open paws.

This is planet Safari, home of warlike jungle people and the old "safari, sagoodi" joke. Most of the planets are fairly similar other than in background, but at least it makes for a little atmosphere.

A haaandbaag? This is what Heels needs to carry around those blocks, drums and the like that lie around waiting to be pushed up against a door and jumped off. It also makes Heels a useful person to know, although I imagine it produces some ribald comments down the wine bar.

Doughnuts for firing at nasties, and a hooter for firing them with. Nasties freeze up when hit — though they're still lethal to the touch — until both characters have left the screen. Don't waste your doughnuts (or eat 'em) because they're not exactly scattered around!

Heels can pick up useful Bunny powers too. As well as Iron Pills, he can also get a Jump Higher Bunny, which gives him ten leaps at double height, double distance. And for both H and H, there are also extra lives (two per wabbit) from time to time.

These represent the magical powers (temporary, sadly) that Head can pick up in the form of cuddly stuffed white rabbits. Iron pills (represented by the shield icon) make him invulnerable, while the Go Faster Bunny makes Head — well, what do you think?

Both Head and Heels start with eight lives, but you'll be amazed how easy it is to fritter them away. And if one of them pops his clogs for good, there's not an awful lot of point carrying on with the other, as you won't get very far. So use the cuddly bunnies and their extra lives with care.

AND THERE'S MORE!

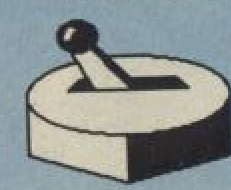
Look out for these bits and bobs as you troll around the Blacktooth system...



TELEPORTS
These'll help you get off Blacktooth and onto Moon Station HQ, from where you can teleport to any of the slave planets. Or if you're sensible, back to Freedom and a hero's welcome. Beam me up, Scotty!



CROWN
Your eventual target on each of the slave planets. Grab the crown and you'll have liberated the planet, which is why it's always in the most inaccessible of places. And if you don't get it right the first time, more often than not you'll have to go all the way around the planet again!



SWITCHES
Useful, these. With a switch you can just turn off any aliens who are bearing down on you. Just be careful not to switch them on again by accident.



CUDDLY STUFFED BUNNY RABBITS
Eh? No, missis, put those titters away, 'cos these little beauties are vital to your chance of success. Some give you extra lives, some make you invincible, while others give Head speed or Heels height. Just don't go out of your way for a bunny if there's an easier route elsewhere.

you solve a problem, there's always another one just around the corner — and when you've become skilful enough to get through a screen, you don't find that it holds you up when you play the game again, so you don't get bored. Besides, thanks to the carefully placed reincarnation fish, it's possible to spend hours and hours on just one game, if you're not too careless with your spare lives early on.

If there's any important difference between the two games, I'd say that *Head Over Heels* is marginally easier to play, but marginally harder as a set of puzzles. Mind you, having played *Batman* to death, I'm used to placing characters on the last pixel of a block before pressing the jump button. And besides, I'm biased. It may not be everyone's cup of Ovaltine — it's scarcely lightning fast (except where it wants to be) — but it's my bet that Ocean has a real winner here. You'd be batty to ignore it!

Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX
Game .... Head Over Heels
Publisher .... Ocean
Price £7.95
Keys .... Definable
Joysticks..Cursor, Kempston, Fuller

NEXT MONTH

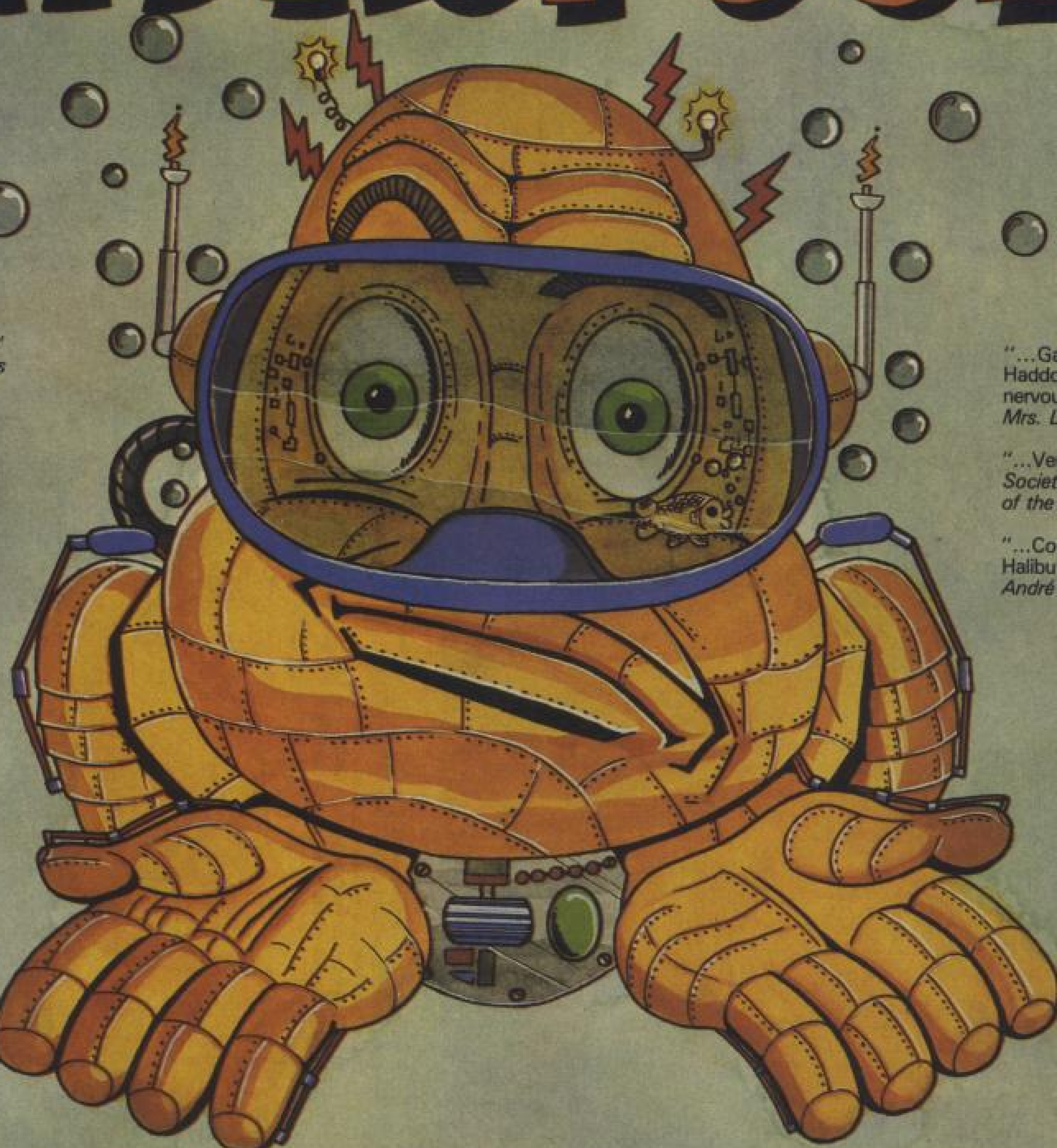
Our complete *Head Over Heels* map, exclusive to *YS*, courtesy of those ripping coves at Ocean. All 300 screens — what more could you ask for? Plus — Dr Berkmann's *Head Over Heels* clinic. Got a problem? Too embarrassed to tell your GP? Dr B has the answer. (Unless it's for the crown screen on planet Safari. Anyone done it?) All in next month's consummate, watertight and uncontaminated *YS*!

HYDROFOOL

"...Worth shelling out for..."
The Woolwich Arsenal Times

"...A game for the hard of herring..."
'Hearsay' Magazine

"...Whale Kipper Whelk home in the Eel-side..."
Cardiff Choir News



"...Gave me a bad Haddock and made me a nervous wreck..."
Mrs. Lighthouse

"...Very fishy..."
Society for the Preservation of the Obvious.

"...Could have filled the Halibut Hall..."
André Prawn

FTL
FASTER·THAN·LIGHT
Featuring...
HYDROMATION

SPECTRUM £7.95 AMSTRAD £8.95

AVAILABLE MID-MAY

Fresh from his dismal triumph on Knutz Folly, Sweevo is thrust onto the watery world of **DEATHBOWL**, a planet which, for no good reason, has been converted into a gigantic aquarium.

Will Sweevo succeed in his mysterious mission — or will the Great Bowl-Keeper pull the plug on him?

HYDROFOOL is a fast, 3-D, seek, chase, puzzle and laugh game, featuring the fabulous but irrelevant **HYDROMATION.**

FTL FASTER THAN LIGHT, CARTER FOLLIS GROUP OF COMPANIES, SEDGLEY ROAD EAST, TIPTON, WEST MIDLANDS DY4 7UJ. Tel: 021-557 2981 (4 lines)

COMPO WINNERS

QUESTIONS, QUESTIONS, QUESTIONS COMPO

And answers, answers, answers is what we got. Millions of 'em! The winner gets a zippy red robotic phone for his correct answer, while the fifty runners up get copies of CRL's game, *Dr What!*

Winner: T Booth of Bingley, W Yorkshire.

Runners up: Garry Woodage of Portsmouth, Hants; Lee Shaw of Hull, N Humberside; N Kerr of Ashton under Lyne, Lancs; Ronald Beaton of Greenock, Scotland; Steven Butcher of Newton le Willows, Merseyside; Gary Clinton of Walsall, Staffs; Simeon Green of Tittensor, Staffs; Robert Moss of Sheffield, S Yorks; Bryan Spink of Aylesbury, Bucks; Amber Chislett of Bootle, Merseyside; C Edwards of Holywell, N Wales; A Green of Glenrothes, Scotland; Hector MacGregor of Frome, Somerset; Harry Maton of Croydon, Surrey; Craig Mitchell of Stafford, Staffs; Sara Stenhouse of Gateshead, Tyne and Wear; G Nightingale of Garforth, Leeds; Ian Rowley of Gravesend, Kent; Paul Copeland of Worksop, Notts; Jason Hartley of Uxbridge, Middlesex; Daniel Green of Ashford, Kent; Liam McGuckin of Belfast, N Ireland; David Hopcroft of Coalville, Leics; Andrew Chester of Harpenden, Herts; Colin Bayes of Evesham, Worcs; Chris Kaye of Wirral, Merseyside; Ian McVicar of Clydebank, Scotland; Chris Thompson of Thamesmead, London; Craig Swanwick of Chilwell, Nottingham; Graeme Goodaker of Wordsley, W Midlands; Paul Robinson of Doune, Scotland; Robert Bradley of Blyth, Northumberland; Paul Johns of Plymouth, Hants; C Parker of Bristol, Avon; Bryan Steele of West Drayton, Middlesex; Richard Evans of Bognor Regis, W Sussex; Paul Hart of Glasgow, Scotland; Paul Delaney of Audenshaw, Manchester; Dominic Driscoll of Hatfield, Herts; Tony Davis of Irchester, Northants; Martin Walters of Cardiff, S Wales; David Neale of London; J Edwards of Boston, Lincs; Simon Barnard of Trowbridge, Wilts; R Deaper of Carlisle, Cumbria; Matthew Bond of Edmonton, London; Mervyn Neill of Belfast, N Ireland; Robert Huddy of Newton Abbot, Devon; Craig Jones of Kidderminster, Worcs; Mark Johnson of Wolverhampton, W Midlands.

REALLY HEAVY METAL COMPO

What's snazzy, black and red, has two speakers, plays cassettes or the radio, and has lots of buttons to push. Give in yet? It's easy really — the prize for the winner of the Uridium Compo in the December issue of *YS*. The runners up don't go away empty handed either — there are 30 copies of *Uridium* for them. And here are the results...

Winner: Sarah Walmsley of Kettering, Northants.

Runners up: Paul Weston of Mill Hill, London; Alan McMillan of Carluke, Scotland; Martin Cawthorne of Fox Hill, Sheffield; Gary Thackray of St Ann's, Nottingham; Matthew Denton of Great Barford, Bedfordshire; J Marston of Wimborne, Dorset; Cpl Hirdle of BFPO 38; Mark Pattinson of Preston, Lancs; Brian McCorkell of Forres, Scotland; Pete Shields of Middleton, Manchester; Richard Kerse of Watford, Herts; Grant Holmes of Sutherland, Scotland; Dave Martin of Bridgwater, Somerset; Laurence Abbott of Ipswich, Suffolk; James Moir of Shirrell Heath, Hampshire; Mike Cummins of Heaton Chapel, Stockport; Nick Bold of Runcorn, Cheshire; Rob Ramshaw of Tynemouth, Tyne and Wear; Trevor Gerrard of Hyde, Cheshire; Paul Monk of Brighton, Sussex; J Young of Market Deeping, Peterborough; Stephen Brazier of Billingham, Cleveland; Mark Warner of Bristol, Avon; Martin O'Connor of Chesterfield, Derbyshire; Jason Eastick of Great Moulton, Norwich; Cpl Mills of BFPO 43; Paul Hepworth of Seaforth, Liverpool; Geoff Marks of Thorpe le Soken, Essex; Sean Baker of Stoke on Trent, Staffs; Chris McGowan of Hull, N Humberside.

THE MOST DISGUSTING, REVOLTING AND GRUESOME COMPO EVER

Yeeurch! What a revolting lot you are. Well, you must be, going by some of the entries you sent in for the Aliens Compo in the December issue of *YS*. However, the Ed picked out the thirty winners, and they'll be getting a copy of *Aliens* and a revolting Aliens T-shirt each. (Not that it *is* revolting, of course. Well it is, but that's not what we mean. You know what we're trying to say...)



Bill Morrison of Glasgow, Scotland; Jørgen Jacobsen of Glostrup, Denmark; D Duffy of Barnoldswick, Lancs; Allan Davidson of Lanark, Scotland; Paul Thomas of Broadgreen, Liverpool; R Haslam of Knaresborough, N Yorks; Nick Edmunds of Redfield, Bristol; Frank Coyle of Stevenston, Scotland; Andrew Lewis of Edinburgh, Scotland; Jack Balchin of Horley, Surrey; Malcolm Leary of Guernsey, Channel Islands; Darren Holt of Halifax, W Yorks; Simon Adams of Fairbourne, N Wales; Mark Aviss of Mitcham, Surrey; Chris Joynes of Reigate, Surrey; Jason Marchant of Swindon, Wiltshire; D Parker of Bexleyheath, Kent; Clive Fitch of Ipswich, Suffolk; P Satchell of Hackney, London; Roy Fielding of Swinton, Manchester; Howard Carlisle of Horsforth, Leeds; Paul Delaney of Audenshaw, Manchester; Stephen Henstead of Wigan, Lancs; Darryl Sloan of Portadown, N Ireland; Simon Kilbane of Reading, Berkshire; David Bambrough of Sunderland, Tyne and Wear; Chris Jenkins of Hounslow, Middlesex; Steve Mitchell of Nettleham Park, Lincoln; Kevin Etheridge of Dundee, Scotland; Stephen Martin of Palmers Green, London.

WILL THE REAL DAVID JONES PLEASE STAND UP COMPO

We should have known December's Frontlines Compo wasn't labyrinthine enough for you! Everyone knows David Bowie is the Thin White Duke, and these ten people will be getting a Magic Knight T-shirt for proving it!

Alastair May of Elgin, Scotland; David Walker of Dalry, Scotland; Mark Davies of Haverfordwest, Wales; Robert Smith of Bridgwater, Somerset; Graham Johnson of Leeds, W Yorks; Daryl Parson of Purfleet, Essex; T Cox of Widmer End, Bucks; Gary Brine of Borehamwood, Herts; L Matthias of Leigh, Lancs; Graham Gudgin of Luton, Beds.

TRAINSPOTTER COMPO

A bendy, plasticine *YS* trainspotter goes to **Clare Milner** of **Mirfield, W Yorks** for knowing the answer to the October *Frontlines* Compo. A Mallard was a steam locomotive and it went at 126 mph, so Clare (and hundreds of others) reliably inform us. Quack! Quack!

YS ADVENTU



Let's start with an incredibly important announcement. Well, a pretty ordinary announcement really, but you've got to try and make it dramatic, haven't you? What I'd like to do in a couple of months' time is prepare a page or two of hints and tips on *The Quill*, *GAC* and the other adventure writing utilities, which lots of you are asking about. Let me have your hints and also your questions, like this one from **Nic Malone**, 34 Elliott Drive, Hindley, Wigan WN2 2QY: "I bought *GAC* but the booklet doesn't mention character interaction. You don't seem to be able to hold conversations with characters. Can you do this?" Any experts care to comment?

Mark Chapman of Torquay has a useful POKE for PEEKing *Quill* vocabulary:

```
10  For a = 27000 to 65535
20  Let z = 233 − PEEK a + 32
30  IF z<32 or z>164 THEN GOTO 50
40  PRINT CHR$(z);
50  NEXT a
```

Cheats of a different kind from **Rick Alexander** in Sale, who suggests that after climbing down the rope and pulling it in *Bored Of The Rings*, part three, you type CHEAT to transport you past the basilisk. In *The Hobbit*, if you find yourself trapped in the Elven Dungeon because the butler is dead and therefore unable to open the door, use the dreaded DO command to break down the door, then go to the cellar, take the barrel, throw it through the trap and jump after it. Finally, Rick says that to speed up completion of *Lord Of The Rings* he gets Merry to kill the six riders on the East Road and the three in Bree and then Frodo and company can walk all the way along the East Road unharmed, not forgetting to pick Aragorn up on the way.

While mentioning *The Hobbit*, thanks to all the readers who wrote to me pointing out that you can take Thorin through the Elven Dungeon with you towards the encounter with Smaug at the end. I'd said that you couldn't, you just picked him up on the way back. It just goes to show that there are different ways of completing this adventure. Some of you reckon you must have Thorin with you as he picks up Bard and takes him to kill Smaug. It ain't necessarily so. Most of the time Bard will respond to your instructions like BARD, "GO NORTH", and you don't need Thorin with you for that. Thanks to **Mark Haworth**, who wrote about this and also to say that the code for level 2 in *Bored Of The Rings* is 'GOOD TIME'. Mark asks how to find a full solution to the game — send me an sae and ask for one!

Lots of letters too about how to quench your thirst in *Journey To The Centre Of Eddie Smith's Head*, and these also show there's more than one way to skin a cat or solve a problem. Among those taking the alcoholic approach is **Glynn Downing** of Waterlooville in Hants, who says that from the start you: TAKE AND WEAR COAT, TAKE KEYS, N, W, W, W, W, N, ENTER VAN, INSERT IGNITION KEYS, DRIVE NORTH, EXIT VAN, N, U, E, HIT WALL PANEL, E, TAKE BIG KEY, W, W, D, UNLOCK DOOR, D, TAKE WINE and drink the wine when you're thirsty. Another boozer with the same solution is **Terry Jones**, 24 Nelson Road, Northfleet, Kent DA11 7EE. Terry adds that you should use the coffee to get rid of the teddy bear, though first you have to EEFFOC NOSIOP with CINESRA bought at the TSIMEHC. Now Terry's stuck, though, so can anyone tell him how the computer helps, what the sausages, drill, spade, gun and condenser are for, and is the cat that's sometimes in the maze any use at all?

Hints are in already on *Masters Of The Universe* from **Steven Conibear** of Birmingham. To find the sword, examine the bed and the post in the chamber, then go south, SSECER ENIMAXE and DROWS EKAT. To open the drawbridge you should TAOM MIWS as soon as you get to it, then DROWS HTIW SMRA FO TAOC TIH.

Now a challenge to the *Really Kind Souls* out there. **Nicola Chottin**, who's 11 and lives at 32 Geary Drive, Brentwood in Essex, is trying to get hold of a poster and adventure player's guide to *Twin Kingdom Valley*. I don't know if a guide ever appeared from Bug-Byte, but maybe someone has a poster they wouldn't mind passing on to Nicola.

Always a *Really Kind Soul* is **Tim Frost**, who's sent me a solution to *Operation Stallion*, even though he's chasing the £500 prize on offer from Wrightchoice for the first to complete the trilogy. I won't give away too many of the secrets, but one of the game's frustrations is knowing what to take from part one into part two. Tom's advice is to make sure you've got a flashlight, a file and a pencil, and then from the catalogue choose numbers 6, 11, 12, 13, 17, 18, 19, 20, 21, 22 and 23.

Thanks to **Peter Walsh** who sent me a solution to *Imagination* in exchange for the help I gave him, and so let me pass on some titbits from that. To get the yoyo, ELCICI EVIG. At the start of game four, don't forget to KCOSDNIIW ENIMAXE. A useful command in game three is EGDIRB SSORCA EOTPIT.

S. Wood of Bishop Auckland writes saying that he or she bought *Bugsy* on Feb 28th and solved it on March 1st. Is this a record? Could well be, provided it's not a leap year! S also asks how to defeat the dragon in the first part of *Sinbad And The Golden Ship*: EXA HTIW GNOG TIH then EXA HTIW NIAHC TIH.

Derek Tate from Norfolk sent various bits and pieces of advice for *Lord Of The Rings*, as well as asking me two million and one questions. Included in his advice was "A Derek the Troll Freebie!", so I'll pass that on now. To get through the Tower Hills, first go to the forest on the northern side of the hills, with the exits, N, SE and SW. From there go SW/S/E/NE/SW and you will now be out and able to explore the lands westwards.

My old friend Arthur Daley, sorry, **Arthur Simmons** of Birmingham says "How dare you say Birmingham's a foreign country, just think what Birmingham gave this country: *Crossroads*, Amy Turtle, Spaghetti Junction, the NEC and Ricardo Mapp, so what more could you want?" To which the country replies: let us know when you want them back and you can have them — except for Ricardo, who I'm a bit worried about as I haven't heard from him for a while. Are you

Illustration: Anthony Colbert

URES

NEWS

Venture forth with Mike Gerrard

still out there, Ricardo? Arthur says that my review of *Apache Gold* mentions an eagle with sticky wings, which is just what he needs as the unsticky eagle keeps swooping down and stealing the corn needed to make some moonshine. "Can you remember how you came across this perishing eagle?" Yes, I can, near to the protruding rock: KCOR TA ESOON WORHT.

From rocks to rock faces, and the sheer one in *Terrors Of Trantoss* that's puzzling several readers, including **BD Taylor** of Wirral. Thanks to **John Wilson**, who's cracked this tricky game at last, I can let you know that if you examine the location picture carefully you'll see a small red hole. This, you're meant to deduce without any help whatsoever, is a keyhole. Use the stone key on it. I won't print that one backwards as it sounds decidedly unfair to me. BD Taylor also asks how to open the crystal lid in the chest at Vendas Vault. First you must FFATS ETYL, if you haven't already, and forgive the spelling but that's what you need to do. Then you ELOH OTNI FFATS TRESNI. A handy object, that FFATS, 'cos it's also useful for knocking on doors and breaking them with.

Another extremely sneaky problem that's puzzling plenty of readers is how to get anywhere at the start of *The Secret Of St Brides*. Some people have guessed that the secret lies with the mysterious door, and to open that door you need a LICNEP and a REPAPSWEN. You also need to enter four consecutive commands, thanks to *The Quill*'s two-word input routine, these being: ELOHYEK NI/LICNEP ESU/ROOD REDNU/REPAP ESU.

I've mentioned before that although John Barnsley's sent me a full solution for *St Brides* this makes no mention of a roundhead in the game. Lots of people have asked how to get rid of the roundhead, so thanks to all of you who wrote in, including Weymouth Adventurers Inc, to say that you DAEHDNUOR TOOHS with something you get from the station in the middle of nowhere. Even with a solution, I'm still having trouble with this game — I want to get through it to find where this blasted roundhead is, but although I've returned the cat to the woman and gone into the alchemist's workshop I can't get any further. TAKE DISSOLVER and STAND ON PLANK, is what I'm told I should do, but I can't get any response to the second input at all. So now it's my turn to ask you for clues this month — does anyone out there know what's going on? Help!!!

● **More news is creeping out about Rainbird/Level 9's *Knight Orc*. You play the part of an oppressed orc in a magical world. Humans have been persecuting orcs for donkey's years, and now you get the chance to get your own back. As well as learning magic and solving puzzles, you have to communicate and interact with some of the many independent characters in the three-part tale.**

Yet more commands have been incorporated into the Level 9 parser, including the ability to follow a particular character or go straight to a particular location. We're also promised "Superb quality colour illustrations", which will make a nice change (he says, tongue in cheek), but the digitised pictures that are promised apparently only apply to disk versions of the game. Boo-hoo.

● Also from Rainbird is *Guild Of Thieves*, the Magnetic Scrolls follow-up to *The Pawn*. The Spectrum version will be for 128K machines and even then will have to be a text-only game, such is the size and comprehensiveness of a Magnetic Scrolls adventure. At least the Spectrum version will be the cheapest around, at £14.95.

The game itself is set, like *The Pawn*, in the mystical land of Kerovia, and it begins with you applying to join the Guild of Thieves, described as "an elite band of professional rapscallions." Applicants have to prove their rapscallionship by completing a task designed to tax their wits and ingenuity to the limits — which is not very far, in my case.

The Master of the Guild of Thieves accompanies you to an island and leaves you there, telling you just that you have to ransack the place and return with its treasures. He doesn't even leave you six gramophone records for company. The island is deserted...well, apart from a few birds, beasts and people. Then the fun begins...

● **Can Melbourne House regain some of its adventuring glory with *Shadows Of Mordor*, the second adventure in the *Lord Of The Rings* sequence, based on the Tolkein book *The Two Towers*?**

The first adventure ends with the fellowship of the Ring leaving Lothlorien, and *Shadows Of Mordor* will take the story on as far as the battle at Shelob's lair.

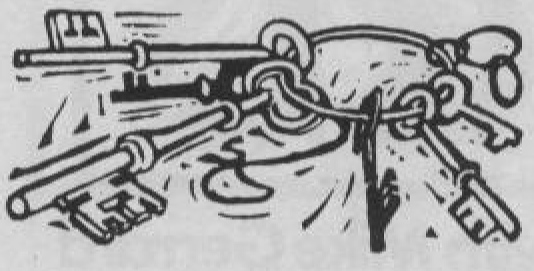
The storyline follows that of the book very closely, but allows you to deviate and experiment with other strategies if you wish. The game boasts an 800-word vocabulary and, not surprisingly, a more complex parser. Release is set for June, and it'll be yours for £7.95.

● There's both good news and bad news from Incentive. The bad news is that its promised re-release of *The Ket Trilogy* has been cancelled. The original trilogy is still available, but the company felt that there wouldn't be enough of a market to warrant continuing with the project.

The good news is that Incentive will be bringing out a suite of add-on utilities for Spectrum users of *The Graphic Adventure Creator*, though date and price have yet to be settled. Sounds a fairly sound idea to me. As is the offer Incentive is making to members of the newly instigated *YS* Subs Club — but you'll have to take out a subscription to find out about that.



▶



INTERNATIONAL ADVENTURERS

Did you know Theodore was a popular name in Greece? I didn't, and I've been going there for years. I thought Greek men were all called Jorgos or Janni. Not so! (See, the things you learn from reading *YS*.) Two letters this month from Greek Teds in Athens, the first being **Theodore Blitsas**, Dinois 4, Kallithea 176 76, Athens, who offers help on *The Planets*, which he claims is sort-of an adventure. Well, okay, we'll let it in. Theodore says the following code-words will prove useful: on Mercury (1066AD), Venus (NEWTON), Earth (LIFE), Mars (EINSTEIN), Jupiter (PIONEER), Saturn (GALILEO), Uranus (21JUNE), Neptune (SPUTNIK) and Pluto (CRATER). As for the database password: MARTECH.

In return, help is needed on *Fourth Protocol*. Theodore says he's got the code from Part One but he can't decipher it in Part Two and learn the right password to enter the elevator. I'm no expert on this, but I'm told it can be deciphered on one of the one-time-pads, the code for the lift working out as: NEPSA. Anyone able to help further, your contact awaits you in Athens.

Also in Athens is **Ted Costis**, 2 Rodou Street, Amaroussion, Athens GR 15122, Greece. Ted asks to be made a *Lost Soul*, but there's more room in the International section this month so he's here instead, offering help on *Subsunk*, *Lord Of The Rings*, *Bored Of The Rings* and *The Hobbit*. So if you want to contact a 17-year-old adventuring Greek who's a keen D&D fan, write to Ted, who also provides a good bug from *Lord Of The Rings*. Typing KILL ME when the program begins results in Sam hitting Pippin, Merry hitting Frodo three times, then (according to Ted) "the program begins to cough" and asks you to load something in.

LOST SOULS

Lost Souls by the trillion, this month, so let's get on with it straight away with **Ian Fraser**, 2414 Allanfield, Edinburgh EH7 5YG. Ian wants to know how to do the maze in *Zorro* and where the dredger ship in *Elite* is. Okay, so they're not adventures, but what the heck!

And someone must care enough to help **MA Smith**, 70 Glenhurst Ave, Ruislip, Middx HA4 7LZ. In *Countdown* by Central Solutions, how do you open the trapdoor at the top of the spiral staircase after having found the key to the room, and what is meant by the clue, "In order to start, press blue"?

General help is needed on *Necris Dome* by **Wren Bull**, Ty Lock, Llanddarog Rd, Carmarthen, Dyfed. In fact Wren would be glad to hear from anyone else who's playing this game, as mentions of it are few and far between.

Another lesser-known name is *Ziggurat* from Software Super Savers, and **Chris Jones** of 32 Harington Road, Formby L37 1NU is stuck in it. Chris's problem is that he can only find 98 coins and he needs 99 in order to open a door. As all 98 were just lying around on the floor, is there one hidden somewhere? And does anyone have copies of early adventures like *Circus* and *Waxworks* that they've finished with? If so, Chris might be interested in swopping some of his games for them.

Harold Light Jnr lives at 34 Monsal Avenue, Fairfield, Buxton, Derbyshire DK17 7TD, but is at present wandering round inside Eddie Smith's head. Can anyone tell him, amongst other things, how to communicate with the man at the Samaritans and with the constable (SAY HELLO HELLO HELLO?) Where can he find a key to unlock the door in Eddie's house, and how do you use the computer?

And finally any help at all on several adventures is needed by **Glenn Thompson**, 24 Jubilee Heights, Dromore, Co Down, N. Ireland, the several being *Spytrek Adventure*, *Questprobe III*, *Smuggler's Cove*, *Kobyashi Naru* and, the very final word, *Zzzzzzzzzzzzzz*.

KIND SOULS

The first kind soul this month is **Les Mitchell**, 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ. He has help available on *Seabase Delta*, *Subsunk*, *The Helm*, *Mafia Contract I* and *II*, *El Dorado*, *Marie Celeste*, *Spiderman*, *Urban Upstart*, *Invincible Island* and *Message From Andromeda*.

Chris Jones, 32 Harington Rd, Formby L37 1NU will help on *Eureka*, *Hobbit*, *NeverEnding Story*, *Hunchback III*, *Gremlins*, *Black Forest Chateau*, *Bored Of The Rings*, *Heroes Of Karn*, *Zacaron Mystery*, *Seabase Delta*, *Classic Adventure*, *Message From Andromeda*, *Inca Curse*, *Mafia Contract II*, *The Helm*, *Invincible Island*, *Fourth Protocol I* and *III*, *Spiderman*, *Hulk*, *Hacker*, *Fire On The Water*, *Three Weeks In Paradise*, *Pyjamarama*, *Boggit* and *Subsunk*.

Being quite modest about his adventuring successes is **Jason Nicholls**, 45 Institute Road, Eccleshill, Bradford, West Yorkshire BD2 2HU. In fact Jason's got through quite a few and will help other *YS* readers who might be stuck in *Hulk*, *Spiderman*, *Gremlins*, *Robin Of Sherwood*, *Aftershock*, *Planet Of Death*, *Espionage Island*, *Golden Apple*, *Eye Of Bain*, *Message From Andromeda*, *Quest For The Holy Grail*, *The Thompson Twins Adventure*, *Magic Mountain* and something called *Roman Italy*.

The biggest list of successes this month has to belong to **Andrew Orwin**, The Old Post Office, Kirklington Road, Bilsthorpe, Newark, Notts NG22 8SS. Pause for deep breath and orft we go with: *Boggit*, *Fairlight I* and *II*, *Seabase Delta*, *Subsunk*, *Mafia Contract II*, *Spy Trek*, *Apache Gold*, *Shrewsbury Key*, *Hulk*, *Heroes Of Karn*, *Hampstead*, *Kentilla*, *Rebel Planet*, *Vera Cruz*, *Mindstone*, *Knight Tyme*, *Spellbound*, *The Helm*, *Invicible Island*, *Lord Of The Rings*, *Hobbit*, *Holy Grail*, *Dracula*, *Enigma Force*, *Redhawk*, *Red Moon*, *Mindshadow*, *Hacker*, *NeverEnding Story*, *Fourth Protocol*, *Runestone*, *Master Of Magic* and *Pyracurse*.

THE SIDNEY AFFAIR

After *The Vera Cruz Affair* comes the much more mundane sounding *Sidney Affair*, but there's nothing mundane about the scene of the crime. James Sidney's bleeding body lies sprawled across a pavement in St. Etienne in France, where you



have the good fortune to be a Detective Sergeant in the Crime Squad. James Sidney has the not-quite-so-good fortune of having a bullet through his bonce, and your job is to find out who put it there.

Like *Vera Cruz*, you make a start by photographing the scene of the crime, this being done by moving a magnifying glass around the screen and pressing SPACE when it's over something you think might be of interest. An enlargement and some info is printed at the bottom of the screen. Unlike *Vera Cruz*, you get two introductory screens for the price of one, 'cos once you've given the body the once-over you can photograph the room opposite where you think the fatal shot was fired from.

Part two links you up with the French police network, heavily computerised, and you can tap away at your keyboard to try to summon up the various research resources at your disposal. How about starting with a quick autopsy to discover the grisly details of the bullet in the cranium and the lack of burn marks and powder traces, indicating a shot from at least five metres away? Ballistics on the cartridge show exactly where it was fired from, but as you found the cartridge yourself in part one this shouldn't surprise you too much. A quick visit to Mrs Sidney reveals she has no idea who killed her hubby or why, and as far as she knew he had no enemies. So what's with the bullet in the brain, a friend playing a practical joke??

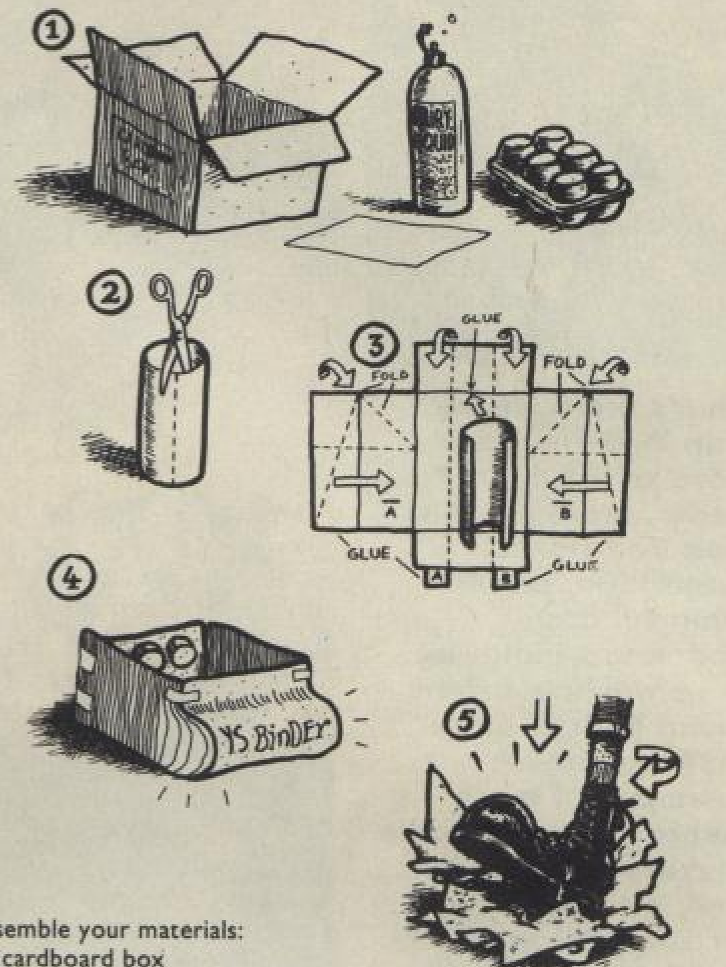
Further enquiries are up to you, mes braves, and if you like the idea of playing detectives you'll enjoy this one. A sort of 'tecs only adventure?

Graphics
Text
Value For Money
Personal Rating
8

FAX BOX
Title .... The Sidney Affair
Publisher .... Infogrames
Price £8.95

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At last, after all your requests, here's what you've been waiting for. A full-colour piccy of the YS team? Nope. Better than that — it's the brand new YS T-shirt. Now you can look just like this Mötley Crüe — though fortunately, it's not obligatory.

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Therefore, I accept the challenge. I will uphold the family honour! Before this night is over I will prevent a murder or be murdered trying! If I fail, one of the illustrious members of the Murder Club will surely be killed... yes Killed Until Dead!"

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FOUR MINUTES TO MIDNIGHT

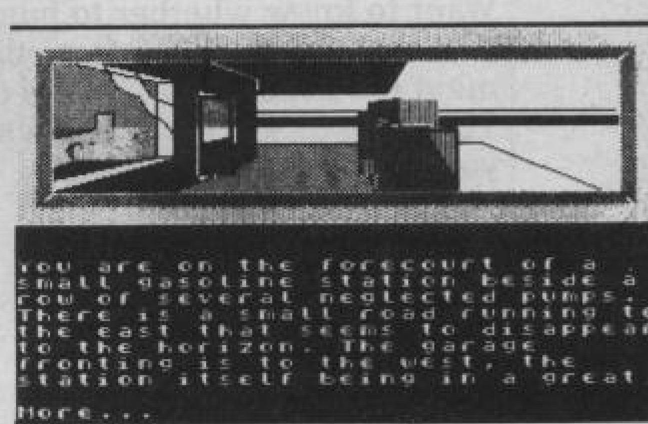
Good to see 8th Day emerging again, with its recent *HRH* and now this re-release of one of its original titles — if my memory serves me well, and it usually doesn't, wasn't this the first software house to put out budget-priced *Quill*'d adventures?

Two versions of the game are on this enhanced tape, with graphics on side one and without graphics but with expanded text on side two. Many new features have been added as well in this tale where you have to recruit a gang of helpers to save the world from the usual mayhem and destruction. Type in HISTORY (NAME) and you'll be given a potted history of the character named, while STATISTICS (NAME) gives you details of their skills and strengths. PARTY will let you know which characters you have with you at the moment, and you get people to join or leave you by using RECRUIT (NAME) and LEAVE (NAME).

The world's on the verge of destruction, as the title implies, and it's not a pleasant place to be. The lengthy descriptive passages include lots of gory prose along the lines of "the air is full with the stench of putrefaction" and "the strong sickening smell of death rises from all around." As with many of the 8th Day titles, the problems are sometimes cleverly worked out — and this one starts with you having just two moves to stop a car plunging into a petrol station and exploding in a ball of flame. Can you save the driver and make him your first recruit?

Then you make your way to the nearby city with its looted shops and rat-infested tunnels — and make sure you read your location text closely, as you'll need to examine some of the objects mentioned.

Graphics are very good, as far as I've seen, and beautifully detailed: flashing neon signs and lorries with indicator lights going. The text is livened up with the occasional UDG too, and all in all the program's very nicely presented.



Graphics
Text
Value For Money
Personal Rating
8

FAX BOX
Title .... Four Minutes To Midnight
Publisher .... 8th Day, 18 Flaxhill, Moreton, Wirral L46 7UH
Price £2.99

THE CROWN

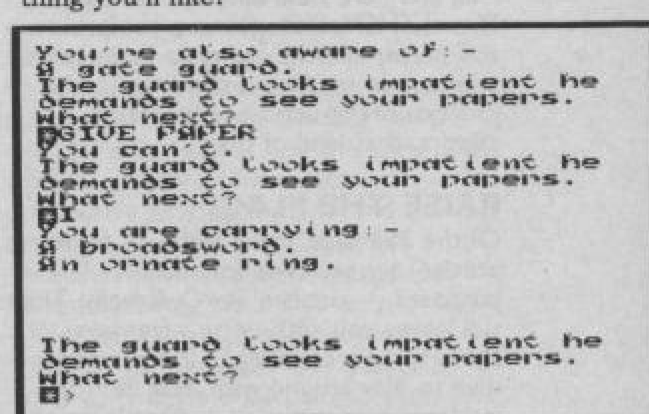
You may remember *Operation Stallion*, also from Wrightchoice, reviewed in the April issue...on the other hand you may not, see if I care. If you do, however, you'll recall it was the first in a planned trilogy with a prize of 500 smackers to the adventurer who was first past the post in solving all three. The same applies to *The Crown*, and I think it's better than its predecessor — which is this month's big word. The Ed allows me one per issue, you know.

The programmer has had the cheek to set *The Crown* in that place beloved of adventure reviewers who like to send up silly names: the lands of Tharg. The hero has an even sillier name, Yed Prior, who sounds like he ought to be running a monastery instead of trying to reclaim his rightful place on the Throne of Tharg. Yes, your friends might think of you as a poor peasant but you know who your father was — nice of your mother to tell you, really, and also to give you his ring to help you on your quest.

You also have a broadsword, and you're going to need it as this is a combative adventure. You seem to be able to attack almost any other character you meet on the way, from innocent shopkeepers to nasty guards beating up old ladies, and if you engage them in combat you go into a little routine that allows you to choose your form of attack (lunge, swing or hack) and then defence (retreat, dodge and duck) before you sit back and let battle commence. The author says the combat sequences are unique in not relying on randomly generated numbers, and I thought at one point I'd cracked the system, till a guard turned round and cracked me on the skull to prove me wrong.

I find combat sequences tedious, because even if the numbers aren't randomly generated, it's still a random choice that you make each time, and I believe luck should play no part in the solving of an adventure. But I'm just an old stick-in-the-mud, and I know lots of adventurers have an insatiable thirst for this kind of bloodthirsty bashing. At least there's a RAMSAVE which means a very quick resurrection should you die — which you frequently do. And you can always RAMSAVE again when you've beaten each opponent.

The rest of the adventure is well above average and very enjoyable, though I think it's a bit unfair to rely on using the word CAREFULLY in solving the first problem, when we're dealing with a *Quill*'d game where the vast majority of inputs are verb-noun. There are plenty of other human characters in the game, and nice use has been made of some of *The Quill*'s features — you enter a pub as the Harbour Master drinks up and leaves, and if you follow him out you find him sitting in his office on the harbour front. He'll allow you to join a galleon if you have your papers, but when he's given these the once-over he'll point out that you need a sextant as well, so off you go again to try and equip yourself further. Other characters lend an air of reality to the adventure as well, and my only frustration was so many combat sequences when I really wanted to get on with trying to solve the problems. A mite over-priced, but for those of you who like this kind of thing, this is definitely the kind of thing you'll like.



Graphics
Text
Value For Money
Personal Rating
7

FAX BOX
Title .... The Crown
Publisher .... Wrightchoice Software, PO Box 100, Troon, Ayrshire KA10 6BD
Price £6.95

PAWS FOR T

Want to know whether to buy Gilsoft's latest adventure writing utility, the *Professional Adventure Writer*? Never mind the benchmarks, *Mike Gerrard* applies the exclusive *YS* Pawmarks Test and puts some animal magic back into your adventures.

Are you fed up of playing adventures written by someone else? Fancy a go at writing your own? Well, Gilsoft may well have come up with the ideal package to let you try. It's called the *Professional Adventure Writer*, or *PAW* for short, and its purpose in life is to transfer your brilliant adventuring ideas from the drawing board to the Speccy. The package comes complete with a 66-page introductory manual, a 72-page technical guide, and a sample adventure called *Tewk*, showing some enterprising uses of *PAW*'s facilities. So, what will you need to turn all your ideas into proper stories? Let's take it from the top...

PAWQUILL?

PAW works in the same menu-driven manner as *The Quill*, and the screen layout will look totally familiar to experienced users, 'cos many of the same single-letter commands are retained. A major difference is that the program now works on the first five letters of each word, rather than the first four, making it far more versatile. Unfortunately you still can't have both an orange *and* an orang-utan in your game, but a mouse and a moustache will be possible! Other differences are that the text is formatted automatically on-screen (no need to fill those location descriptions up with blank spaces to make it look smart), there are 256 flags, various commands like GET ALL and PUT ALL, an understanding of IT and THEM, a much more comprehensive parser and the ability to input speech and pseudo-intelligent characters...disc jockeys, orang-utans and magazine editors, that kind of thing.

RAISE THE FLAG!

Of the 256 flags, many (well, 42 to be precise) are set aside for specific purposes — just like *The Quill* really. That still leaves you with...erm...(removes shoes to help counting)...214 of your own to play around with. Flag 38, for instance, is always your current location, flag 1 is the number of objects carried and flag 46 is the current pronoun (to identify the use of IT and THEM). The most powerful addition here, and one that will be a real boon when testing adventures, is the ability to change a flag's value when playing through the game using diagnostics. For instance, if you discover that the snake won't move out of the way, despite the fact that you've fed it with the dead rat, and the reason is that you've forgotten to change the flag that governs whether the snake has been fed or is hungry, then you're able to alter the flag's value and carry on playing, rather than have to return to the database to do it. If you discover you haven't allowed the player to carry enough objects, increase the value of flag 37.

PLAYING BY NUMBERS

Words are allocated a main number, and are usually given a secondary number to indicate what type of word they are — all nouns are number 2, all verbs are zero. The main number of a word is the one which identifies it in the vocabulary table. For instance, values of 49 and under are reserved for proper nouns — usually the names of people and places. This means the parser will ignore them when it tries to interpret what IT or THEM refers to. Normally if you use the word IT then the parser will check back to the last noun typed in and assume that's what the IT refers to. Fine, you might say, isn't that always the case? Well, think about this sentence: GET THE BUN AND FEED THE ELEPHANT WITH IT. The parser would check back and discover that you're trying to feed the elephant with the elephant, and it'd faint at the prospect of trying to carry out that command. By giving the elephant a number of 49 or under, the parser ignores the elephant and realises that IT refers to the bun.

PARSING TIME

I suspect that an adventure could have the most stunning mega-parser in the world, and most people would still go round typing in GET HIPPO, DROP OSTRICH, and so on. But there are times when the simple verb-noun formula is restricting, and *PAW* will cope with a sentence containing up to one verb, two nouns, two adjectives to go with the nouns, one adverb, one preposition, and speech to another character. This speech is contained in quotes, and can contain up to one noun, two verbs...and so on. Don't try and put speech inside the speech, though.

The maximum acceptable input is 125 characters, but within that you can string together as many sentences as you like, provided each is separated by some form of punctuation or AND or THEN, though you can change that to any other suitable word — if you can think of one!

Verbs are remembered, so GET THE FERRET AND THE FROG would be understood and acted upon, and you can even manage to fool the program into understanding the word EXCEPT. The way the 'ALL' command works, f'rinstance in GET ALL, DROP ALL, PUT ALL, is to make the verb act on each noun in turn that could possibly be got or dropped, but if you type GET ALL EXCEPT THE FROG, then 'FROG' is removed from the nouns to be got and is left where it is, the verb in this case not being carried forward and repeated.

Multiple input is useful when you want to whizz through a section of an adventure while you go and make a cup of tea — GO NORTH, GET THE BUN AND FEED IT TO THE ELEPHANT THEN SAY TO THE PARROT "WEAR THE EYE-PATCH AND COME HERE."

OBJECTS

Objects aren't just objects anymore, they can now be light or heavy, be worn and removed, and be containers as well. If you try to PUT THE PEANUTS IN THE PARROT, for instance, or put anything into something that isn't a container, then you can program in a suitable response such as "No way" or "What a concept!" However, you might decide to make a kangaroo into a container, so PUT PEANUTS IN KANGAROO is okay, perhaps producing a response of "You put the peanuts in the kangaroo's pouch."

Giving weights to your objects is straightforward enough, and you can set a weight limit that someone can carry, rather than specify a number of objects — maybe eating a can of spinach produces extra strength, so just change the flag that covers the weight you can manage.

Wearable objects are also automatically removable, but if you do want to program a straight-jacket into the game there are ways round that.



Illustration: Nick Davies

THOUGHT

The speed with which *PAW* whips through a sequence of commands like this is incredible, though it's hardly fair to criticise a program for being too fast! You'll have to pause the parser with the PAUSE command if you want the player to see what's happening.

CHARACTER ACTING

PAW will allow up to five different character sets in memory at the same time, in addition to the standard Spectrum set, and you can switch between these as and when you choose. A file provided with *PAW* gives 22 fonts for you to choose from, but there's also a character editor which allows you to design your own should none of the 22 be quite right. You can also use this to design UDG's, and create 16 of your own shading patterns for use in the Graphics Editor.

FOLLOW THE PROCESSION

As with *GAC*, *PAW* has a series of process tables by which you give priority to various actions, the main ones being called simply Process 1 and Process 2. The first contains anything that you want to happen after the program has printed the location description but before the player takes a turn, the second responds to the player's input and awaits the next turn. In total, though, you can have up to 254 process tables, called from the main ones in the way that sub-routines work in a program. One could keep track of a particular object, say, or another could look after one of the characters you've created.

PSI'S ALL ROUND

A pseudo-intelligent character or PSI, is a character, whose activities can be gathered together in one of the process tables, though Gilsoft's really used flags, messages and responses more intelligently. Say you want your game to have a goat, which constantly gets your goat by trying to eat some vital object you need — and you have to distract it with a pot of glue to gum its mouth up. Use one of your flags as a counter, and every ten moves the goat will arrive in the player's location. He has one chance to deal with the goat, which will be to DROP GLUE, and unless he's carrying the glue he must leave the location or the goat will eat one of the objects the player's carrying.

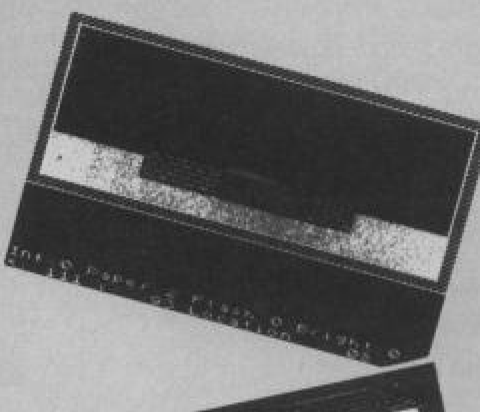
Alternatively, the goat can be made to wander around the location, or a set of locations, by itself, and the confrontation only occurs when the player and goat turn up at the same place at the same time. Your process table for the goat will be along the lines of: is the goat in this location? If not, go back to the main table. If it is, wait for the player's input, and if this isn't DROP GLUE or an exit move then check the player's inventory for something edible and eat it. Then print a message saying THE GOAT LICKS ITS LIPS AND LEAVES YOU IN PEACE.

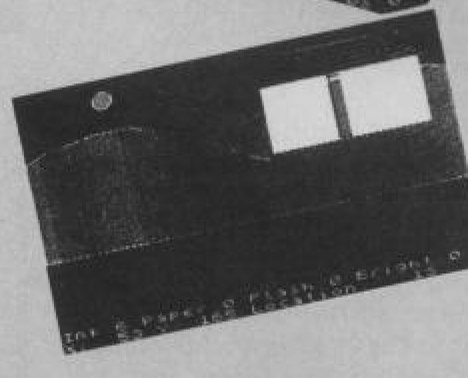
PAW also includes a 'real-time' facility, enabling certain things to happen while the player's thinking...the adventure goes on around you. I wonder what good programmers will make of this option! One of the additional files on the *PAW* tape will be familiar to anyone who's bought *The Press*. This takes your database and searches it for common groups of letters, then changes these into single tokens to save on memory. The only drawback to this feature is the time it can take...anything up to an hour and more for lengthy adventures!

PAW DRAW

The graphics section of *PAW* is similar to *The Illustrator*, and allows you to choose how you want your screen layout to look. Do you want a full graphics screen to be replaced by text at the touch of a key, as with the original *Quill/Illustrator* combination? Or maybe a consistent split between text and graphics areas? Or a variable split, with some graphics taking up smaller sections of the screen? Or a text that scrolls up the screen and edges the picture out of the way? All these can be used, and varied within a game — no need to be consistent at all.

There are fewer drawing options than *GAC*, but equally good results should be possible. The full routine seems faster than *GAC*, and sub-pictures can be called up, though the SCALE command seems to have disappeared. There's a Kempston joystick option, and the helpful background grid can be toggled on and off as required.





TAKE-FIVE

To make maximum use of the memory, Gilsoft has put five additional files on the tape after the main program, as well as the one containing the extra fonts. These are loaded in when you choose the various menu options, which might sound a little fiddly but it works perfectly well if you've got a tape counter, although you can easily transfer the CODE files to separate tapes if you wish. The files cover menu options like saving and verifying the adventure, the graphics and character editor sections, the messages table, text compressor and so on.

WHAT'S IN IT FOR 128K OWNERS?

Quite a lot, not surprisingly. The program checks which machine it's being loaded into at the start, though 128K owners can load in 48K mode and still produce adventures for the smaller machine. Big Speccies can have an adventure database of about 112K, thanks to *PAW*'s overlay technique. 48K owners have a series of sequential files on the tape (see *'Take-Five'*), which have to be loaded in before certain sections of the *PAW*'s menu can be worked on, but 128K owners won't need to make use of this facility till their database has passed the 92K mark. It might just be possible to squeeze a decent adventure into 112K!

The DIY adventuring trail started with Gilsoft, when it bought out *The Quill* a couple of years ago. Incentive followed this up with the *Graphic Adventure Creator*, and now Gilsoft's hit back with *PAW* and an initial look makes it hard to fault this program. Indeed, I found *PAW* as pleasurable to use as *The Quill* when it first appeared. Although I raved over *GAC* in the August issue, I make no excuses for raving over *PAW* now — this type of utility program is constantly improving. Gilsoft's parser is much better than Incentive's, the ability to speak to characters is welcome, as is the range of fonts, the RAM save, the character editor and the 48K/128K options. It comes on cassette or microdrive at the moment, and there are Beta, Disciple and Opus disk versions in preparation. There's also bound to be a Plus 3 disk version too when the machine finally appears.

When you consider the quality of many of today's *Quill*'d adventures, just think how they'll look when they've been *PAW*'d. And it won't only be old adventures that get the tickling up — there's bound to be a whole flood of *PAW*'d adventures very soon.

FAX BOX

Title	Professional Adventure Writer
Publisher	Gilsoft, 2 Park Crescent, Barry, South Glamorgan CF6 8HD
Price	£22.95 (cassette) or £27.95 (microdrive)

Win one of five *Nemesis The Warlock* pure and vigilant goodybags, containing the arcade game, the T-shirt, the book, the badge, the romper suit and the overhead firebreathing mask! (Well okay, we lied about the last two . . .)

Tomas de Torquemada, the Grand Master of Termight, has finally gone too far. His fight to 'purify' the world of all 'deviants' has reached terrifying proportions, so Nemesis the Warlock has decided it's time to squelch the evil tyrant once and for all! You see, purifying means killing, and deviants are anyone who Torquemada says they are. But it's devils, like Nemesis and his son, Thoth, that really get Torquemada's goat.

This final epic battle is the subject of Martech's new smash hit game, *Nemesis The Warlock*, where our hero (ta-dah!) slashes and shoots his way through Torquemada's minions (called the Terminators) until he's demoralised them enough to make it through to the next level. It's really gutsy stuff, with bits of Terminator ending up all over the shop.

There's lots of frenzied bloody splattery gory fun to enjoy, and all this can be yours, as well as a demon black Nemesis T-shirt fronted with a piccy of the great green devil himself, a Nemesis badge and the brand new, hot off the presses *Nemesis Book Five* (megawow!) if you can solve this puzzle. For those of you impure enough not to win one of the five first prizes, there's still a chance for you to mash some Terminators, 'cos there are 25 games for the runners up, too! But you still have to solve the same problem, oh, wicked little deviants . . . (heh heh heh).

All you have to do is ring round all the words you can find in the wordsquare with a neutronic stylus (a biro will do if you can't find one), and when you've finished, fill in the coupon and send it, or a photocopy, to I'd Like A Little Word With You, Torquemada, And The Word Is Credo Compo, 14 Rathbone Place, London W1P 1DE. Dead simple really! Heh heh.

Be There! Be Square! Be *Your Sinclair!*

Rules

Be vigilant – get your entries in by June 30th or your chances will be terminated.

Minions of the Dark Lords Of Death (employees of Dennis Publishing and Martech to their friends) are forbidden to enter this compo.

Communications with the Great Warlock (The Ed) are also strictly forbidden, unless you fancy being turned into a frog!

YS AND MARTECH COMPETITION

NEMESIS THE WARLOCK COMPO

BE PURE! BE VIGILANT! BEHAVE!



NEMESIS

P	U	R	I	T	Y	D	T	K	A	O	B
O	Q	H	C	E	T	R	A	M	J	E	F
X	S	R	O	T	A	N	I	M	R	E	T
N	E	G	B	S	W	P	A	V	J	W	J
W	G	T	O	R	Q	U	E	M	A	D	A
M	A	G	G	W	B	T	C	U	A	P	U
P	S	R	B	T	Z	H	E	B	I	C	T
Z	R	U	L	V	O	O	T	S	B	A	H
S	E	I	N	O	V	T	Q	I	B	N	G
D	H	L	M	A	C	H	W	S	U	D	I
A	Z	W	U	O	T	K	C	E	N	I	M
N	E	K	P	P	R	A	J	M	U	D	R
O	X	S	Z	Q	F	D	S	E	D	A	E
M	I	P	Q	Z	Y	E	S	N	C	S	T

TORQUEMADA **MARTECH** **TERMINATORS** **CANDIDA**
WARLOCK **THOTH** **SATANUS** **PURITY**
TERMIGHT **PRIMORDS** **MONADS** **NEMESIS**

I know where the twelve words of power are lurking, and just to prove it, here are my answers.

Name ....

Address ....

....

.... **Postcode** ....


KINETIK
MOTION – THE ONLY ABSOLUTE
Finding the Kinemator will test every law, every skill and every ounce of your resolve.
Kinetik's mind bending action will be available at all good computer stockists soon.
Available for Spectrum, Amstrad and Commodore – cassette £7.95 disc £12.95
Amstrad screenshots
FIREBIRD

What's got 10,000 screens, hordes of vicious robots out for your blood, and a zillion complex puzzles for you to solve? We drop *Phil South* into Firebird's *Sentinel* to see if he's king of the castle!

THE S

It's dark. All you can see is the wall of a high computer-generated cliff. As you rotate on the spot, you can see a small clump of trees, which you quickly absorb for their energy. You can't see any more without tilting your head... then as you look up you can see it, its slowly rotating body towering over you. All too soon its malevolent eye turns on you, and you start to feel the energy being sucked from your body. Finally, as your consciousness blinks out, you see the face of your destroyer... the evil Sentinel. Oh well, better luck next life.

It's rare than an original game concept comes out, so when one appears it takes you completely by surprise. *Sentinel* is just such a game. It's a new kind of strategy/arcade idea, which draws from elements common in a range of traditional strategy formats. It takes place in *stunning* 3D renderings of 10,000 different landscapes through which the player moves, (or more precisely, teleports) in his quest to destroy the evil Sentinel. Yes, you must destroy him... but the catch is that if he sees you, he'll absorb your energy and you're dead!

On each landscape there's a *finite* amount of energy to be had, in the form of trees which are dotted around the computer generated hills and valleys in a more or less random way. You have to absorb the trees to get any goodness out of them. Having gained a bit of energy, you can then project it out of your robot body, by creating something tangible, like another tree, a boulder or a fresh robot. Now, and here comes the clever bit, you can teleport yourself (accompanied by a digitised riff from a synthesiser, a sort of Whaaanggg!) into that new robot body and absorb the one you just left, and in this way you move across the landscape. The reason you absorb the robot you just left is because the amount of energy remains constant in the landscape — so if you expend energy to make a new robot, you must gain some of that energy back by absorbing your old robot. As to why you need as much energy as possible, we'll go into that in a minute.

Your view of the computerised landscapes appears as if you're looking out of the head of the robot. You're able to pan round to look for the Sentinel and, using the crosshaired sight, orient on and absorb trees. This may all sound a bit easy-peasy to you, but there's one major point to the gameplay which prevents you from just scooting around, teleporting wherever you please and eating every tree you can see. You can't absorb anything unless you can look down on the square the object stands on, and that goes for boulders, trees, your robots and even the Sentinel itself. If you can't see it, you can't eat it! This can be very frustrating if you can see the top of a tree but can't see the square it's standing on. (The secret is to always go for extra height, but we'll get to that later!) Once you've managed to absorb the Sentinel and climbed up to where he was standing you can hyperspace to the next level. Here's another clever bit — depending on the number of points you have left when you've absorbed the Sentinel, you go on to a higher level. The more points, the higher the level. The entry code for the level you've achieved is displayed across the sccreen and you type this in when asked for it. And if you write it down on a bit of paper, you can go straight to that level next time you play and so save yourself the worry of going through from level one again.

The graphics are totally brilliant, being by far the best 3D effect I've seen on the Speccy, and the digitised or sampled music is great. It sounds like that spooky synth music you used to get in Dr Who. (Daaann dannn dannnnnn! Ooooooo!) Soo-parb!

If you find this all a bit hard to grasp, and who could blame you, don't worry. We've constructed a little *Sentinel* universe in microcosm, from which you should be able to draw all the conclusions you could possibly want. So sit back, and we'll take you forth into the dangerous realm of... (deep voice) The Sentinel!



To move around a *Sentinel* landscape, you have to place a robot on a square, and teleport to it. To make new robots for yourself, you have to eat three trees! (It's okay, I know they're a bit dry, but drink some water!) And don't forget to absorb the robots you leave behind, 'cos if you don't you're going to run out of energy.

Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX
Game .... The Sentinel
Publisher........ Firebird Gold Range
Price £9.95





It's a good plan to get as much height as possible very early on. If you start by placing two blocks in plain sight (so you can retrieve the robot you started in) you can gain energy very quickly. The more energy you get, the more boulders you can put down and then you can get to the Sentinel!

Don't w
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stop from t
tree in Mea
much er tha
Hyper ce yo
unless u can
So wh you h
clickin watch
Mean bout!

Illustration Mark Watkinson

ENTINEL

Don't waste time looking around every two seconds to see where the Sentinel (or indeed a Sentry) is looking. If you've memorised where he is in relation to your current position, you can work out a way which will take you around the landscape, just out of his line of sight. Always teleport to where he *will be* or *has been* looking.

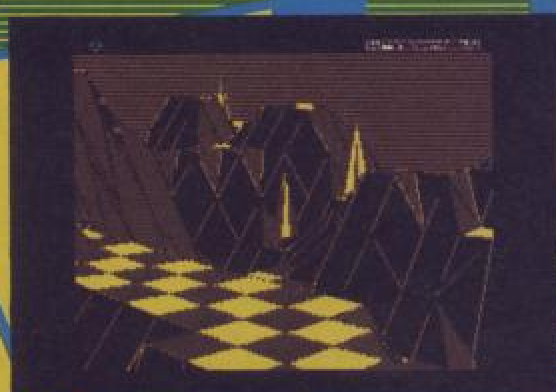
Here he is, the king of the castle. And your job (you dirty rascal), is to topple him from his perch before he rotates your way and spots you. Trouble is, he's in a higher level than you, and you need a lot of energy before you can build yourself up to his level. The only way around the landscape is to keep out of sight.



And finally, when you've avoided the Big Lad's gaze and sneaked up on him, you can absorb him by focussing your crosshairs on the top surface of his pedestal and pressing 'A'. Once you've got him you can't absorb any more energy, so prepare yourself by absorbing as much stuff as you can before destroying old Big Nose.

On some levels, from about 10 upwards, there are Sentries on guard too! This makes it very difficult to manoeuvre yourself into a position where you can't be seen, but it *can* be done. Just turn 360° before you begin moving, and memorise where the Sentinel and Sentries are so you can avoid their steely gaze (bzzzzt!)

e Sentinel can't see your feet,
can't absorb you, but that won't
o him from turning the closest
e into a Meanie. Meanies rotate
h faster than you and can
perspace you against your will
ess you can absorb them first.
when you hear the low
king... watch out! There's a
anie about!



Don't panic! Well, okay, go ahead. If you get in a very tight spot (like anywhere in the game, for example) you can escape by hitting the Hyperspace button. You should only use this very sparingly, because it uses a lot of energy, and you wouldn't want to blow *yourself* up by not having enough power, would you?

Keep a weather eye out for the scanner window in the top right of your viewer window. If it goes fuzzy, you're being watched by a Sentinel or a Sentry. From then on you've got about ten seconds before your energy is sucked out through your ear! So when you hear the fuzzy sound and your scanner goes all snowy, *get the hell out of there!*

YOUR SINCLAIR DM

FANZINE OF THE YEAR

And they keep on coming! Here's the fourth winner in the *YS*/Domark Fanzine Of The Year Compo — it's called *Games Monitor* and if you're not careful it'll send you out on a cross country run!

A phantasmagory of phantabulous phanzines is still flowing into the *YS* offices, and we've been amazed by the high standards on show so far. But it's still not too late to enter your fanzine. There'll be twelve winners throughout the year, and each gets 50 smackers and a framed certificate. And at the end of the year we'll be choosing an overall winner and inviting the fanzine's production team up to the hallowed *YS* offices to write a special feature! Gasp! So stop faffing about — bung your fanzine in an envelope and send it to The Fanzine Of The Year Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

This month's winner is *Games Monitor*, a 40-page A4 mag based at Brynteg Comprehensive School in Bridgend, Glamorgan. The five-man editorial team has produced eight issues so far, although the mag's been put on hold for the time being as the dreaded 'O' levels loom. It's very much the usual cocktail of reviews, tips, charts, competitions and so on, but it looks great — especially when you consider that it's rattled off on an ancient Gestetner machine at school — and it reads well too. The team set up *Games Monitor* in November 1985 as a mini-company, on a £30 mini-enterprise grant from their local bank. Now their school is involved, giving them tips on running the mag at a profit and helping with the printing. Head Honcho on *GM* is Jeremy Fisk:

"The magazine is written using *Tasword* on an Amstrad 6128 with printer. Originally it was photocopied but that proved too expensive. The circulation has now reached about 100 as we sell it in a few local newsagents, as well as in school. About 20 software companies send us review copies, though only after quite a bit of persuasion."

They've also started to add more general features. "In Mutterings we discuss various points with the aim of inviting correspondence from readers. Computer At Work is an interview with a local firm who use computers." If you're interested in getting your paws on a copy, write to *Games Monitor*, 56 Merthyr Mawr Road, Bridgend, Mid-Glamorgan CF31 3NR. It'll cost you 35p and a stamp.



Considering it's produced on a Gestetner, this is a good clear cover, with snappy cover lines (Bridgend's best computer mag — yeah!) and a distinct logo. Simple but effective.





The *Games Monitor* japesters pictured at the Microfair last year. From l to r — Jeremy Fisk (Ed, 16), Nicholas Fisk (14), Nicholas Rawlings (16), Matthew O'Baid (16) and Stephen Webber (16). Crazy names, crazy guys!

There's obviously someone on *GM* with a keen eye for design, 'cos this page is typical of the neat and imaginative look of the whole mag. Typography's obviously a major interest — all the headings are as good as this one. *GM* reviews games both on first impressions ("before") and after playing them for a while ("after"), which gives an interesting perspective. And, of course, the *GM* boys know their games.

HARDWARE

■ Interface 1, microdrive and cartridges, Alphacom printer and paper, Fox programmable interface, Quickshot joystick, complete collection of software, hardware, books and magazines, including 13 issues of *Your Spectrum*. £120 the lot. Phone Jon on (0691) 655592.

■ 48K Spectrum, software, Dk'Tronics keyboard, telesound, WH Smith datacorder, joystick, interface, 22 inch colour TV, tray with reset switch. £120 ono. Phone (0582) 411279 after 6pm and ask for Simon.

■ VTX5000 modem for sale. Very good condition, highest offer secures. Please — no offers of software, hard cash only! Phone Gareth on Burscough 895412. PS Hi Squee, Chrisso and Trace. Hawki.

■ For sale — 128K Spectrum, tape recorder, Kempston joystick, interface, manuals, 14 inch B&W television plus games. £135 ono. Please write to Allan, 79 Benson Road, Keresley, Coventry CV6 2FE.

■ RamPrint printer interface with built-in word processor and joystick port. It is two months old and comes with its box and instructions. Works perfectly. Worth £35, will sell for £25. Please phone 01-969 3729 after 4pm and ask for Mark.

■ Spectrum 48K, Saga keyboard, AMX mouse (all boxed), Currah Speech, Kempston interface and joystick, ZX printer, loads of software and magazines. All worth over £600, will sell for only £300 ono. Will split. Please phone (0727) 64824 and ask for Edmund.

■ Very good condition Speccy 128. Recorder — also immaculate condition. Large range of software. All worth £500, will sell for £130 for quick sale. Phone Nigel on (0272) 612194 any time.

■ Microdrive, Interface 1, lightpen — all vgc. Will swop for mouse and software or would swop for QL hard or software, eg Centronics printer interface. Might split. Phone Ian on (0904) 29517.

■ *Your Spectrum* issues 1 to 21 complete. *Your Sinclair* issues 1 to 16 complete. All in excellent condition. Offers? Please phone 01-571 5338.

■ Currah MicroSpeech for sale, in box and hardly used — £12. Also Trojan lightpen, as new in box — £10. Both in vgc. Please phone (0248) 713360 after 4pm on weekdays and ask for Richard.

■ For sale — Spectrum+ with joystick interface and light pen. £400 worth of software including *He-Man* and *Dragon's Lair II*. Also cassette recorder. Will sell for £150. Please phone Hordean 595756 after 4.30pm and ask for Mark.

■ Dk'Tronics light pen for sale, boxed as new £8-£10. Please write to Neil Horton, 3 Church Hill, Aldershot, Hampshire GU12 4JS.

■ Swop 48K Spectrum, Saga 1 keyboard, Quickshot II and interface, ZX printer, £50 worth of software, also 16K ZX81. Please phone Brighton 697029 and ask for Dave.

■ 48K Spectrum, Protocol 4 interface, Quickshot joystick and 65 games including *Zoom*, *Alchemist* and *Geoff Capes*. £65 ono. Please phone (0705) 255863 after 6pm and ask for Keith.

■ VTX5000 modem £20, RAM Turbo interface £6, ZX printer with paper £16. Phone (0628) 21452 after 8pm.

■ Spectrum 128+2, expansion system with microdrive, software, Euromax joystick and Multiface 1 — all boxed and new. £200 ono. Phone Robert on 01-439 4685 ext 38.

■ Spectrum+, Interface 1, two microdrives, Kempston E Centronics printerface, Toshiba HX-P550 printer. Printer and interface only three weeks old. Want £350 ono. Please phone (0282) 79557 after 5pm any day.

■ 48K Spectrum, Saga 1 keyboard, Currah Speech unit and data recorder, Cheetah joystick and switchable interface, over £400 worth of software and lots of magazines and books. Will sell for £160. Please phone Gavin on Huddersfield 532956.

■ Spectrum 48K with Saga Emperor keyboard, tape recorder, games, utilities, m/c books and tutorial tape — £100. For a quick sale I'll throw in new 20x50 binoculars worth £50. Phone (0474) 326512, evenings only.

■ For sale — LoProfile Spectrum with three port Kempston Pro Interface 2, Quickshot II joystick, data recorder and loads of games. Will sell for £100 ono. Write to Terry Larkin, 6 Hartford Close, Meadows, Nottingham NG2 3LJ.

■ Offering a Quickshot II joystick and Comcon programmable interface, hardly used. Will sell together for £22, worth £32. Or will swop for suitable software. Phone 01-311 6693 and ask for Karl.

■ 48K Spectrum, two cassette recorders, Quickshot II joystick and Protek interface, 30 games and mags. £80. Phone Dartford 21558 and ask for Ian.

■ For sale — 48K Spectrum, loads of games, on/off switch, millions of magazines and books, leads and manuals. Worth over £220, bargain at only £99. Phone Kapil on 01-455 3185 between 6 and 9.30pm.

■ Spectrum+ with two interfaces and accessories and over 150 games. All for £100. Please phone 01-903 6476 between 6 and 9pm weekdays and ask for Prajesh.

■ Spectrum 48K, two data recorders, two Quickshot II's, Dk'Tronics interface, over £350 worth of software. £260 ono. Please write to Kersten Howard, 15 Johnson Court, Clinton Park, Tattershall, Lincs.

■ Spectrum 48K, Cambridge programmable joystick, games and tapes. Phone Alan on 01-954 7998 after 4.30pm with offers over £50.

■ 128K Spectrum, recorder, RAM Turbo interface, two joysticks, loads of games including *Starglider*, *Gauntlet*, mags, books. Sell for £300. Phone Nottingham 860958 after 5pm and ask for Matt.

■ Spectrum 48K — worth £75. Wafadrive with several wafers — £35. Multiface 1 — £25. Alphacom 32 — £15. Currah Speech — £10. RAM Turbo interface — £15 or the lot for £150. Phone Phil on (0625) 27484 after 6pm weekdays.

■ For sale — 48K Spectrum including lightpen, Saga 1 keyboard and £275 worth of games (including *Cyberun*, *Harrier* and *TT Racer*). Cost £430 new, asking £120 ono. Phone Rattlesden 327 and ask for Jeff.

■ Spectrum+ for sale with tape recorder, printer, lightpen, interface, many games. Will sell for £80 ono. Please write to Jonathan Leach, 38 Fairways, Frodsham, Cheshire WA6 7RY.

■ Rotronics wafadrive, two blank wafers, boxed and unused. £29 ono. Phone 061-431 0506 and ask for Steven.

■ Will swop *Hall Of Fame*, *Alchemist*, *Kong*, *The Pyramid* and many more for anything. Phone Steve on (04868) 28491.

■ Will swop *Hampstead* and *Hacker* for any of *Hive*, *Infiltrator*, *Aliens*, *Elite*, *Xevious* or *Paperboy*. Write to Simon O'Hagan, 24 Littlebridge Road, Moneymore, Co Derry, N Ireland.

Have you got hardware in the house, software in the cellar and penpals in the parlour? You have? Then put a free ad in *YS* and get them all swopped around.

SOFTWARE

■ I have *Marsport*, *Fairlight*, *Night Shade*, *Astro Clone*, *Dambusters*, *FGTH*, *Nodes Of Yesod* and *Now Games 1*. Swop any three for *Artist*, *Silent Service*, *Tomahawk*, *F-15*, *Konami Hits* or others — send your offers to David Cross, 56 Green Road, Kidlington, Oxon OX5 2EX.

■ Swop *Winter Sports*, *Softaid*, *Manic Miner*, *Leap Frog*, *Frankenstein* for two business games. Write to E Lilley, 8 Raynham Crescent, Keighley, W Yorks BD21 2TP.

■ Will swop my *Dun Darach*, *Action Reflex*, *Movie*, *Ghostbusters* and *Zythum* for your *Paperboy*, *Barry McGuigan's Boxing* and *Leader Board*. Phone 041-942 8047 and ask for Jim. One for one offers acceptable.

■ *Paperboy*, *Lightforce*, *1942*, *Rambo*, *Fairlight* — all for your *GAC*. Write to Philip Hall, Dolydd, Well Street, Bryngwran, Gwynedd LL65 3PN.

■ I have many games to swop including *Elite*, *Glass*, *Pyjamarama*, *Empire Fights Back*, *Nonterraqueous*, *Jet Set Willy* and *Jetman*. Phone Danny on (06632) 4911.

■ Swop any of *Saboteur*, *Spy Hunter* and *Movie* for *Green Beret*, *Critical Mass* or *Monty On The Run*. Write to Simon Fife, 8 Charlock Walk, Partington, Urmston, Manchester M31 4FP.

■ Swop *Swords And Sorcery*, *GAC*, *Psi Chess* and *Dragon's Lair* for *The Pawn 128K*. Write to S Whisson, 20 Cordwell Park, Wem, Shropshire SY4 5BD.

■ Will swop *Test Cricket* for *Monopoly*, *Minder* for *The Young Ones*, *BMX Racers*, *Chiller*, *Vegas*, *Jackpot*, *Rockman* and *Election* for *Ghostbusters*. Phone (0908) 367751 and ask for Tony after 6pm.

■ Lots of games to swop. Send your list for mine. Reply guaranteed. Philippe Colart, Rue des Petits Enclos 2, 6650 Basogne, Belgium.

■ Will swop *Footballer Of The Year*, *Winter Games*, *Superleague*, *3D Strategy*, *Print Shop*, and *Handicap Golf* for anything good (not martial arts or war games). Phone Andy on (0292) 313680.

■ Swop *Eureka*, *Elite*, *Shadow Of The Unicorn*, *Red Moon*, *Lords Of Time*, *Hobbit*, *The Sandman Cometh* for *Deus Ex Machina*, *Starquake*, *Tau Ceti*, *Starion*, *Trap Door*, *Trivial Pursuit*. Write to Mick Braham, 73 Boscombe Court, Letchworth, Herts SG6 1RW.

■ Swop *Jack The Nipper*, *Back To The Future*, *Impossible Mission* and *Saboteur* for *Bored*, *Robin Of Sherlock*, *Emerald Isle* and *Cyberun*. One for one. Write to David Girvan, 87 Main Street, Muirkirk, Cumnock, Scotland KA18 3QR.

■ Will swop *Ping Pong* for *Winter Games* or *Yie Ar Kung Fu*. Write to Michael Peckitt, 7 Herringthorp Avenue, Rotherham S65 3AA.

■ Software to swop — *Gauntlet*, *Nemesis*, *Top Gun*, *Super Cycle*, *Nosferatu*, *Fist II*, *Short Circuit*, *Artist II*, *Terminus*, *Speed King II*, *Marble Madness Construction Set*, *Hive*, *Terra Cresta*, *Orbix*, *Xeno*, *Xevious*. Only want new titles in exchange. Write to Dan Nielson, Tornskadevaenget 4, 5210 Odense NV, Denmark.

■ Many games to swop — latest titles include *Fat Worm*, *Miami Vice*, *Knight Tyme* plus many more. Quick deals please. Guaranteed reply. Write to Stuart Evans, 48 Hambleton Road, Norton, Malton, N Yorks YO17 9DH.

■ Will swop *Sigma 7*, *Winter Games* and *Deep Strike* for *Artist* or *Artist II* or *Art Studio*. Write to D McCumiskey, 16 Martindale Close, Richmond, Whitehaven, Cumbria CA28 8SL.

■ I have *GAC*, I will swop for software or for ZX, Alphacom printer in good condition with paper. Write to V Hallam, 27 Mansfield Road, Eastwood, Nottingham NG16 3DY.

■ Hi Speccy fans. I've got over 450 games including many latest launches to swop. Anyone interested? For a definite reply, rush your list to Amazing Hally, 9 Kennet, Belgrave, Tamworth, Staffs B77 2JP.

■ Over 200 titles to swop such as *Starglider*, *Space Harrier*, *Bazooka Bill*, *Gauntlet*. For the full list write to Chris Hill, 339 Green Lane, Bolton, Lancs BL3 2LU.

■ Got a Speccy? Want to swop games? Send me your list and I will send you mine. Phone Bath 232235 and ask for Chris.

■ I will swop *Frank Bruno's Boxing*, *Dukes Of Hazzard*, *Football Manager*, *Chimera* (pick two) for *Leader Board*. Write to G Bell, 130 Coulpark, Alness, Ross-shire, Scotland.

■ Will swop *Shadowfire*, *Three Weeks In Paradise*, *Lightcycle*, *Micro Mouse* and *Zip-Zap* for *GAC*. Phone (0248) 713360 after 4pm on weekdays and ask for Richard.

■ Do you want some new software for your computer? Well, I've got new and old games, so give me a ring on 01-399 2717 (after 4.30pm weekdays) and ask for Steven.

■ Will swop *Brainache* and *Olli And Lissa* for either *Movie* or *Green Beret*. Please phone me on (0604) 27685 after 4pm and ask for Daryl.

■ Swop *GAC* or *Lord Of The Rings* for *Turbo Esprit* or *Kwah!* Also swop *Agent X* for *BMX Simulator*, *Paperboy* for *Avenger*, *Rock 'n' Wrestle* for *Scalextric*. Phone Glenn on (0846) 693115.

■ Will swop my *Scooby Doo* and *Ghosts 'n' Goblins* for your *Lord Of The Rings*, complete with book and instructions. Also will swop my *Ping Pong* for your *Hobbit* with instructions. Please write to Gerald Rodger, 44 Glenapp Place, Pennyburn, Kilwinning, Ayrshire KA13 6TE.

■ Will swop *Sold A Million II*, *Xcel* and *Confuzion* for Durell's *Big Four*. Write to Stuart, 34 Burns Avenue, Saltcoats, Ayrshire, Scotland KA21 6EP.

■ I have many new games that I wish to swop with you. Send your list for mine. Write to Johnny Granild, Sylen 9.1th, 2630 Tastrup, Denmark.

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YS 18

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WANTED

■ Wanted — *Hardball, Glider Rider, Elevator Action* and more for either *Bobby Bearing, Jack The Nipper, 180* or *ZUB*. Others considered. Please phone (0244) 570353 and ask for Jamie.

■ Wanted — Multiface. Will swop for *GAC, Gauntlet, Scalextric, Firelord, Trivial Pursuit, Dandy, Fairlight II, Uridium, Sam Fox, Jack The Nipper*. Phone (0706) 623975 and ask for Paul.

■ Wanted for 48K Spectrum — machine code assembler. Will exchange light pen and software or exchange Currah Speech. Also want books and mags and to join clubs, and if anyone feels like being a penpal, please write to G St Clair-Gunn, 24 Shankill Parade, Belfast, N Ireland.

■ Wanted — Rotronics Wafadrive. Will swop 17 games such as *Feud, Bobby Bearing, Highlander, Uridium, Olli And Lissa, Fairlight* and *Commando*. Must be in good condition. Phone 031-333 3747 after 4pm and ask for Ralph.

■ Wanted — *Mexico '86* by Qual-Soft Thoughtware. Swop for *Football Manager* and *Spiky Harold*. Also I will throw in *Now Games I*. Write to David Cockayne, 87 Ogley Road, Brownhills, Walsall, W Midlands.

■ Wanted — Seikosha GP505 printer and interface for 48K Spectrum. Must have manual. Will pay £40. Write to A Lloyd, 16 Heeley Road, Kettlethorpe, Wakefield, W Yorks.

■ Can you program in machine code? If so please help a desperate beginner. I am confused and stuck! Write to Stephen Bailey, 8 Longwick, Caindon, Basildon, Essex SS16 5UG.

■ Wanted — 1200/300 RS232 modem. Swop for *Elite, Top Gun, Jack The Nipper, Starion, Now Games II, Lord Of The Rings* and Cheetah joystick interface, *Zoom, Formula 1 Simulator, Speedking II, Deltawing, Molecule Man*. All worth £89.70. Write to Sam Critchley, 28 Canonbury Road, Islington, London N1 2HS.

■ Over 300 games to swop. I guarantee a reply to all letters. Your list for mine. Write to Bob, D-3 Urbanisation Sibora, Los Silos, Tenerife.

■ Cheap Spectrum wanted. Non-working one will do if cheap enough. Any add-ons also considered. Please phone (0287) 43858.

■ Wanted — *Frankie Goes To Hollywood*. Swop for *Knightlore, JSW II, Gyron Arena, Manic Miner*, Lerm TU* copier. Write to John Williams, 9 Ennerdale Drive, Halfway, Sheffield S19 5HF.

■ Wanted — Spectrum 48K issue 3 and Spectrum Centronics interface. Also Memotech printer, Roms, disk drive, books, software etc. Write to Stanley McKeown, 17 Brae Hill Parade, Belfast, N Ireland.

■ Wanted — *Daley's Decathlon* or *Cyclone* for *Herbert's Dummy Run* or *Fighting Warrior*. Also I want *Glider Rider* or *Stainless Steel* for *Xevious* or *Hypersports*. Please phone Paul on (0634) 717933.

■ Wanted — Alphacom 32 printer with a couple of yards (or even metres!) of paper. Will pay £35 if I'm feeling a bit generous. Write quick, pronto (and even a bit sharpish) to Ian Smith, 24 Nethercraigs Drive, Paisley, Scotland PA2 8PB. (Oh, the hills and the heather...)

■ Wanted — *VU-3D* (Psion). Will swop for one of *Art-O-Matic, Screen Machine, Sprite Machine* or *Paintbox*. I am desperate. Please phone (0290) 50649 and ask for Ryan.

■ I want desperately any kind of lightpen plus interface. I will swop *Jump Challenge, Wild West Hero, Skyranger, Alien Kill, Alchemist, Tank Trax, Arcturus, Ah Diddums, Whodunnit, The Code, Chuckman* and *Voyage Into The Unknown*. Please write to Justin Roberton, 38 Machrie Place, Kilwinning, Ayrshire, Scotland KA13 6RW.

■ Wanted — *Paperboy* or *Uridium*. Swop for any two of the following — *Green Beret, Ghosts 'n' Goblins, Frankie, 180, Starion, Baseball, Highway Encounter*. Please write to Colin Tate, Fowberry Moor Farm, Wooler, Northumberland NE71 6EL.

■ Swop my *Gauntlet* and *Legend Of Kage* for your *Dragon's Lair, Way Of The Tiger, Cop Out* or *Uridium*. Please phone (0734) 722229 and ask for Jonathan anytime.

■ Wanted — *Barry McGuigan's Boxing*. Will swop for two of the following — *Endurance, Ghosts 'n' Goblins, Spy Hunter, Finders Keepers, Soul Of A Robot, Caves Of Doom* or *Friday The 13th*. Please write to Richard Bedford, 64 Whitelee Road, Batley, W Yorks.

■ *Gauntlet* or *Paperboy* wanted. Will swop for ZX printer with paper, as new with box. Please write to Andrew Peppin, 52 The Doves, Weymouth, Dorset PT3 5SJ.

■ Wanted — Alphacom 32 printer for £15. I also have a ZX printer for a quick sale. Please phone (0555) 3279 after 7pm and ask for Craig.

■ Wanted — Volex TTX 2000S teletext adaptor. Will swop for *GAC, Sold A Million III, Rebel Planet* and *Turbo Esprit*. Write to James Shephard, 100 London Road, Copford, Colchester, Essex CO6 1BJ.

■ Wanted — Sinclair mini TV. Will swop for *Knight Rider, World Series Baseball, Softaid* (ten games), *Jet Set Willy, Skool Daze, Chess, Finders Keepers*. The TV is urgently wanted, please help. Write to Michael Treacher, 230 Reginald Road, Sutton, St Helens, Merseyside WA9 4HX.

■ Wanted — *Gauntlet, Bomb Jack II, Paperboy, Cobra* and *He-Man*. Will swop for *Sam Fox, Goonies, WS Baseball, Hypersports, Uridium, Firelord, Kung-Fu Master, Rock 'n' Wrestle*. Please phone (0203) 381334 and ask for Mark.

■ Wanted — people to swop software with. I have loads to swop, all the latest games. Please phone (09276) 2673 and ask for Dan.

■ Help wanted (not solution) for *Knight Tyme*. Also, how can you produce and control white noise. Suggestions gratefully received. Please write to John Evans, 375a Green Lanes, London N13. Ta very much.

■ Wanted, ZX 80 with manual and box. Will swop for *V, Booty, Pssst, Finders Keepers, Vagan Attack, Arcadia, Grid Runner, Action Biker, The Empire Fights Back, One Man And His Droid, Computer Hits 10* and *Sky Ranger*. Write to Garry Maciver, 4 Fairhill View, Perth, Scotland PH1 1RY for details.

■ Wanted — Sinclair pocket TV. Will swop for ten games. Choose ten from this list — *Kung-Fu Master, Ace, Commando, Hypersports, Paperboy, 1942, Dan Dare, Tomahawk, Green Beret, They Sold A Million, Blue Max, Ghosts 'n' Goblins, Breakthru, Nightmare Rally, Frank Bruno's Boxing*. Please phone 01-870 5458 and ask for Alex.

■ Hi! I would like *Boggit, Hulk, Robin Of Sherlock* (or *Sherwood*). In fact, any adventure. Will swop if you have them. Please write to Paul Gray, 16 Lombard Drive, North Lodge Estate, Chester-le-Street, Co Durham DH3 4BD.

■ Wanted — Alphacom 32, Timex 2040 thermal printer paper. Will pay £2 a roll (also can send software list). Write to Craig McAllister, 30 McKenna Drive, Airdrie, Scotland ML6 0JE.

■ Wanted — *Fairlight II, Firelord* and *Nosferatu*. Will swop for *Fist II, Tarzan, Uridium, Bomb Jack II, Shao-Lin's Road*. I have lots more to swop. Please write to Des Robinson, 14 Moffat Avenue, Jarrow, Tyne and Wear NE32 4HW.

■ Wanted — Sweet Talker (by Cheetah). Must be in good condition. Will swop for *The Young Ones, Off The Hook, Winter Games* and £4. Write to Alan Walton, 11 Peel Close, Blackburn, Lancs.

■ Wanted very desperately! *World Series Basketball*. I will give you *Gauntlet* for it. Please phone (03635) 649 after 8pm and ask for Dylan.

MESSAGES, CLUBS & EVENTS

■ Spectacle magazine — full of reviews, POKEs, news, compos and much more. Send 35p and a stamp to Spectacle Magazine, 20 Monins Road, Dover, Kent CT17 9NX. (Now it's even bigger and better!)

■ Quality POKEs, game cheats and adventure hints for many top games. Send an sae for list. Any six for 50p. Guy Taunton, 28a Woodland Road, Ellesmere Port, Wirral, Cheshire.

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■ After a highly successful playtest, you can now join the Holocaust 90 PBM. Send an sae to Philip Beverly, 36 Chelveston Drive, Corby, Northants NN17 2QG.

■ Want a brilliantly detailed *Dan Dare* map? Just send 20p and an sae to Andrew Hilder, Dan Dare Orders, 10 Burley Road, Felpham, Bognor Regis, W Sussex.

■ To everyone who has not yet heard from me, please contact me as I've lost your addresses. Rod Tregale, 95 Howard Avenue, Slough, Berks SL2 1LB.

■ Do you have a problem and no-one else can help? Does it need to be 'terminated'? Then contact the Terminator. Send an sae to Claire Terry, 19 Aldermoor Avenue, Coxford, Southampton, Hants.

■ On-Spec — a new monthly Spectrum magazine. Send a large sae and 50p to On Spec, 2 Fydell Court, St Neots, Cambs for the first issue.

■ If maps, tips, POKEs and solutions are what you want then send an sae to D Cummings, 64 Southfields Drive, Stanground, Peterborough PE2 8PX. (Free map for first reply.)

■ Anyone interested in playing a PBM football or rugby league game (state preference)? Send an sae to Neil Moulding, 46 Park Avenue, Allerton Bywater, Castleford, W Yorks.

■ Swedes! Spectrum Special is an idealistic magazine that I release. Every issue costs 5kr, sending it out costs 4kr and copying it costs even more. Write to Calle Nordlund, Barkspadev 2, 752 47 Uppsala, Sweden for details.

■ Hiya Lee and Matthew, Brumble. Hi Coxy. Also hello Binney (Al) and hello to everyone in 2M1. Jeremy Moor is definitely a moron. Oh yeah, nearly forgot — from Kylan. Byeeee.

■ Own a Spectrum? Want help with adventures, POKEs or just generally. Also if you can offer help on any of the above, please write to ZX Spectrum Users United, 46 Acre Road, Middleton, Leeds LS10 4EF.

■ If you live in the London area you must visit Burnt Oaks Watling Market, because they have the best computer stand.

PEN PALS

You must all be terribly shy! What's wrong with sending in your picture — you're sure to get lots more replies if everyone knows what you look like. Don't be bashful, get those piccies in now! Here's brave Lauwrence Robinson from Holland to encourage you.



■ Male Spectrum 128 owner is looking for a female penpal aged 14–16. If possible, please send a picture with your letter. I like fishing, reading, computing and nice girls. Please write to Lauwrence Robinson, De Eik 50, Hellevoetsluis, 3224 TC, Holland.

■ Female penpals wanted for cool Speccy 48K user. Must be into A-ha, Duran Duran, Wham! and shoot 'em up games. Write to Gordon Tennant, 100 Nelson Avenue, Howden, Livingston, W Lothian, Scotland.

■ Two respectably mad males aged 17 seek two females for computer fun, friendship, long stay in lunatic asylum etc. Photo ensures ours. Please contact Stuart Boswell, 8 Danebury Crescent, Acomb, York.

■ 13 year old girl seeks fun loving male aged 13-15. I like pop music and having fun. Send a photo if possible. If you can afford a stamp write to Melanie Fawcett, 1 Roe Hill Close, Hatfield, Herts.

■ 18 year old Speccy owner seeks a 128K or 48K owner to swop games and POKEs with. Write to Thorvald Gunnarsson, Hverfisgat 49, 101 Reykjavik, Iceland.

■ Male Spectrum owner (18) into computers and females, seeks female into computers and males (*Makes sense, really! Ed*). Please send photos to Julian Cresswell, 18 Cranbrook Avenue, Odsal Top, Wibsley, Bradford, W Yorks.

■ 15 year old 128+2 owner with 150 games to swop. Please include your list of games. My games include *Starglider, Uridium, Cobra*. Please write to Colin Cooper, 6 Marks Avenue, Chipping Ongar, Essex.

■ 14 year old boy wants attractive female. Interests are Madonna and boxing (*Sounds like Sean Penn to me. Ed*). I have 200 games and a 128K+2. Please send a photo. Write to Ste Hill, 339 Green Lane, Bolton, Lancs BL3 2LU.

■ I am looking for a penpal. I am 13 and would like to swop games with a male or female of similar age. Please write to Richard Roberts, 11 Sydenham Villas Road, Cheltenham, Glos.

■ Hi! I'm a 14 year old female wanting correspondance with male Spectrum owners aged 13 to 16. Please write to Jean, 85 Belgrave Road, Darwen, Lancs BB3 2SF.

■ Hi! I'm a Swedish girl (15) who would like some penpals aged 14+. My interests are computing, music, sports, travelling. Grab your pen and paper and write to Marie Nilsson, Bakverksvagen 4, Vasteras, 724 76, Sweden.

■ Female Speccy owner wants male Speccy owner to swop games, tips and things, preferably aged between 15 and 19. I have loads of games to swop. Please write to Stephenie, 90 Lloyd Street, Heaton Norris, Stockport, Cheshire.

■ 16 year old male Speccy owner seeks male or female penpal aged 14 to 17 years old. I have over 300 games including *Bomb Jack II, Grange Hill, Fist II* and *Krakout*. I also like Karate and swimming. Darren Ewing, 8 Radnor Drive, Wallasey, Merseyside L45 7PT.

■ 12 year old male looking for male Speccy owner of similar age. Photo appreciated. Please write to Patrick Morgan, 324 Gladstone Road, Barry, S Glamorgan, Wales.

■ Lonely 12 year old boy looking for a 12 year old female penpal. I am interested in computers and have over 200 games to swop. Guaranteed answer to any letters. Please write to David Daniels, 26 Shirley Road, Croydon, Surrey.

■ Two male computer whizz kids, 13 and 15, looking for girls of the same age or older who are into Speccies, pop, films and a good laugh. Write to Steven Harbert, 39 Porter Road, Long Stratton, Norwich, Norfolk NR15 2TY.

■ I'm 15 years old and I'm looking for a male or female penpal. I have lots of computer games and I like most sports. Please write to Peter Dawson, 53 Fairmead Road, Moreton, Wirral, Merseyside L46 8TU.

■ I'm looking for a male penpal aged 14 to 16. I like Five Star and lots of other groups. I love doing sporting things. I own a Spectrum+ and have lots of games. Please write, as I would love to have a penpal who lives anywhere. Please send a photo if you have one. Write to Michelle Allen, 35 Garry Drive, Foxbar, Paisley, Scotland PA2 9BX.

■ Female Speccy owner, 15+, wanted for scribal relationship. Love Foot', Mis', Triv' and the Nols' (well... sometimes). Swop the usual, photo if possible. John Evans, 375a Green Lanes, London N13 4TY.

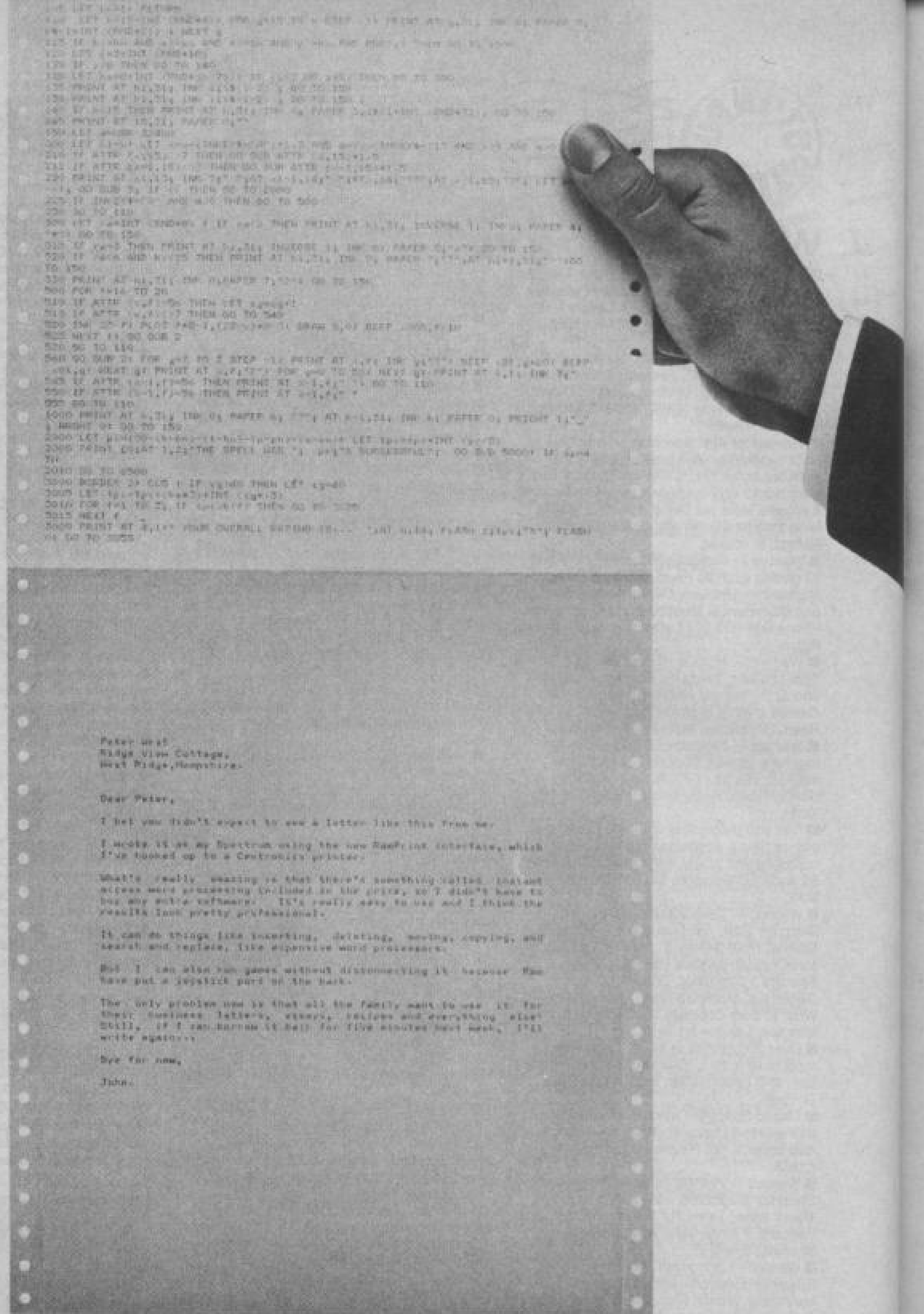
■ 14 year old male seeks male or female penpal to swop games, POKEs, hints and tips. I have over 400 games. Please write to Nisse Johansson, Svartbyn 5170, 96140 Boden, Sweden.

■ I would like a male Speccy beginner as a penpal, aged 12 or 13. Willing to swop games. Have you got Durell's *Big 4, Codename Mat* and lots more? Well, I have, so get writing to Norton Dowthwaite, 26 Maes Refail Henryd, Conwy, Gwynedd LL32 8YH.

■ Sick, nasty, Bambi, time etc. If you understand what the ruddy heck I'm talking about and want to swop 48/128K games, please write to A Dyson, 60 Minerva Close, Latchford, Warrington, Cheshire WA4 2XN.

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AUF WIEDERSEHEN MONTY

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Marcus What? Auf Wiedersehen? Or is this merely Au Revoir? Whichever the case, it's certainly not Bog Off, 'cos Gremlin has kept up the Monty tradition and put together a really top hole multi-screen platform game.

So what's the latest? As you may remember from our preview in the March issue, Monty's done a runner and has holed himself up in Gibraltar. But Intermole are on his trail, so unless he finds a solution quick, serious chokey is 3-1 on as his likely fate. Monty's no mug — all he wants out of life are peace and quiet plus a steady income and a harem of luscious molettes obeying his every whim. What blue-blooded mole wouldn't? Monty's only chance is to rush around Europe blagging enough money to let him buy the legendary Greek island of Montoss, where he can settle down far away from Plod and extradition treaties. And he needs your help...

Of course Europe's changed a bit since you went on holiday last year. Then it had streets, towns, rivers, that kind of thing. Now it's chock full of platforms and ladders, which is just as well for Monty since this is the environment he knows and loves best. As well as picking up travellers cheques along the way (people are so careless), Monty also finds all sorts of items that will help him get out of all sorts of bother. Italy in particular is a very dangerous place to venture if you don't go prepared. At Pisa Juliet is far from being the sensitive flower she's always been painted as — she'll need mollifying with a suitable gift. And talking about paintings, remember what happens to you if you don't give de Mafia what dey want. Piaow!! Thud. And a concrete coffin.

Every Monty game introduces some new element to the mole's behaviour and *Auf Wiedersehen Monty* is no exception. Somersaulting's clearly out of fashion — dahling wahling, ballet's in now. Monty's graceful leap is a marvellous bit of animation, as is his pirouette when he uses one of the new springy platforms. Eat your heart out, Baryshnikov! (*Bless you! Ed*).

Monty also spends much of his time suspended from suction pads on ceilings — a useful device when there's no floor to speak of and you can't swim. Watch out too for bottles of glug — they give you not only points but a hangover too, and their effect is not always predictable. Vital for success are the air tickets littered around the place — these let Monty fly from one airport to another and cut out many of the more awkward screens. When you're flying you can nibble the backs of the other planes for lots of extra points.

There is of course loads more. Much of the fun of the Monty games is finding it all out for yourself, so I won't tell you about the Danish bacon, Gorbachev's head or the dodgy lift. But as you'd expect, the game's littered with the sort of visual puns and japes the Gremlin gagsters are famous for, and should you get that far, you'll enjoy every one of 'em. It's hard to believe that this is the mole's last outing, but if so this is a worthy send-off. (PS For an early laff, wait a couple of minutes on the options screen before you start and see what the two Montys get up to!)

Graphics / Playability / Value for Money / Addictiveness — **9**

Here we are on one of the later screens, not far in fact from your destination, the isle of Montoss. Odd, isn't it, the way that Olympus, home of the Gods, is decorated with cheesy bathroom tiles?

This represents the Airport and so a short cut to another country. Each of these takes you to one place and one only — you'll find out by trial and error. Make sure the Airport symbol is blue, or else it won't work!

When the brick in the backgrounds is not as other brick, there's usually something afoot. In this case you can burrow through it, making it possible to get into the screen this way, and also to get that travellers cheque in the corner. Fab, eh?

People do drop their dosh in the daftest of places, don't they? You'll need to collect an awful lot of these before you can afford even a grain of sand on Montoss, so get every one going.

Here's your ticket to ride — in fact it's such a cheapo air company you've got to fly the crate as well! You've got two tickets at the moment, and you can only carry four things, so it may not be worth picking one up this time through.



SCREEN SHOTS

PART THREE

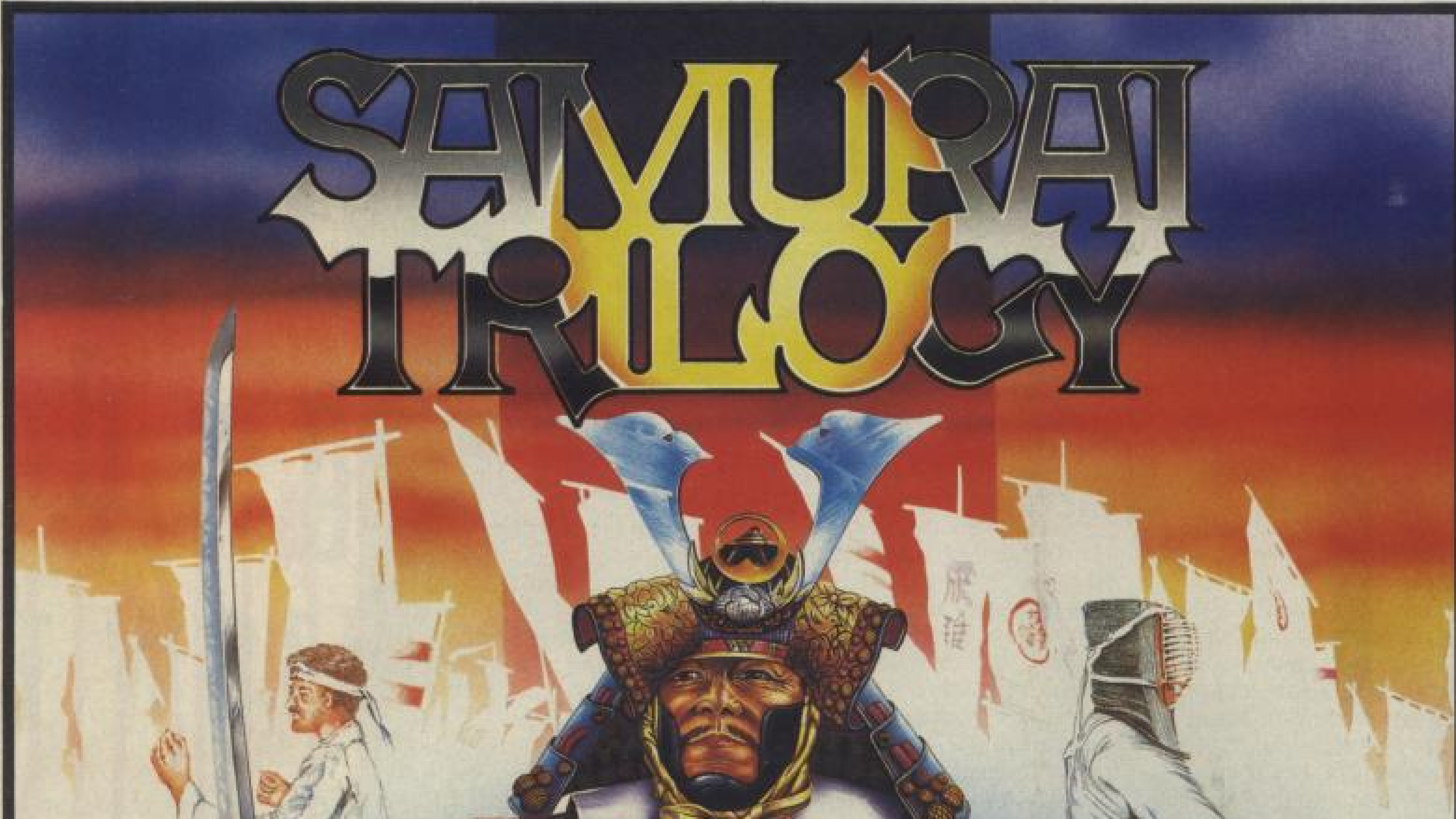
...and the race isn't over yet! They're pounding up to the finish now...



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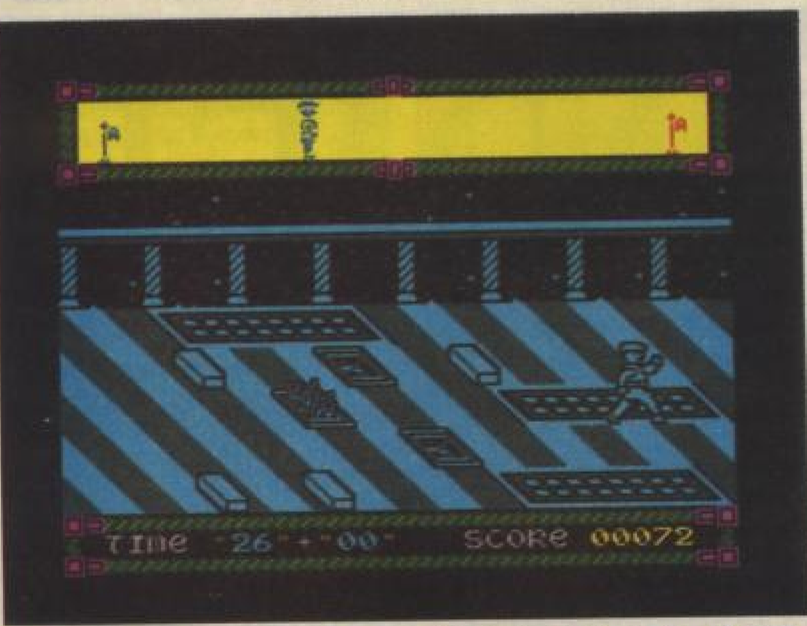




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STAR RUNNER

Code Masters/£1.99

Marcus Here's one from the cheap and cheerful department, a brisk little number from Code Masters. Written by Christian Urquhart, co-programmer of *Daley Thompson's Decathlon*, *Star Runner* also has an athletic theme, but there ain't no joystick juggling to run screaming from here, thank de Lawd! It's 2087, as you might imagine, and you're running for your planet in the interstellar Olympics (strordinary!) But they've junked the dear old Marathon (a fistful of peanuts in every bite) and instead you have to enter the fiendish Star Running event. What it all amounts to is a sort of cross between *Shockway Rider* and *Zaxxon*, a race against the clock through twelve levels of a viciously hard obstacle-strewn course.

Your runner, a curious little chap in a cloth cap, beetles along at a rare old pace, and the skill lies in dodging the hazards and getting through each level with time to spare. There's certainly room to manoeuvre, with five lanes to weave in and out of throughout the course. Hazards include fire pits, which turn on and off and when active can send you back to the start of that screen, high resistance surfaces which slow you down, numerous aliens fizzing around banging into you and all sorts of other things to trip over. Worst of all, though, are the teleport pads which bung you back two or three screens and almost certainly doom you to failure.

It's all clever, simple and well executed and I'm a fan! You'll need a good memory — too many of the hazards are unavoidable unless you've remembered they're coming up and nipped into another lane accordingly. But that's the learning curve, innit? If you like *Shockway Rider*, it's my guess you'll go for *Star Runner* as well. And what more can you say about a game that'll set you back only £1.99?

Graphics / Playability / Value for Money / Addictiveness — **8**

SOS

Mastertronic/£1.99

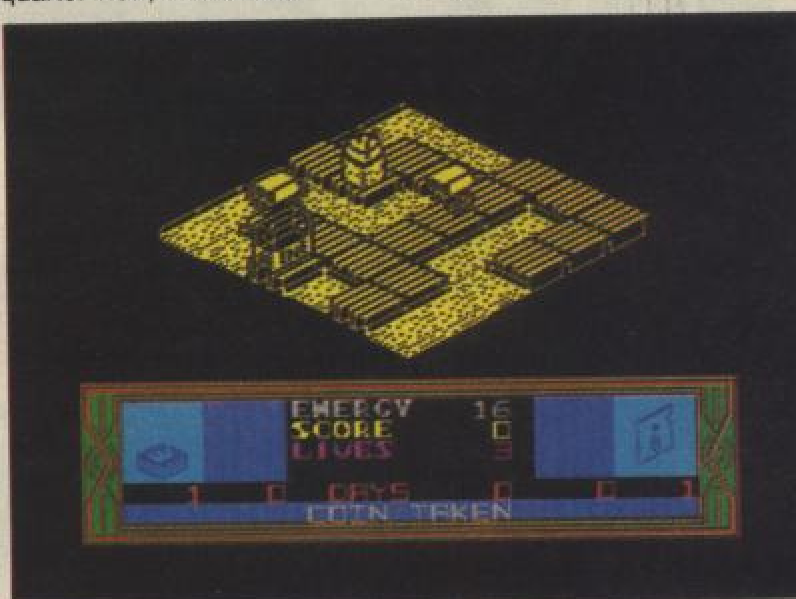
John This ain't that bad a game, you know! You are in control of Sydney, a likeable if lost, robot. There he was, flying along, when whaddayaknow? The darn plane crashed and dumped him unceremoniously into who knows where. All Sydney has to do to get out is find the radio that was in his plane and switch it on. There you go, simple isn't it? Once the radio is on, sending out its SOS message (hence the title), little Syd can be collected and returned to base. This means he'll save Geoff Foley's skin (strange idea, the author writing himself into his game as a side character) and large numbers of blue drinking vouchers for the Government!

The display is of the three quarter view, or isometric (technical term for on the skew) type and you use the joystick to manoeuvre Syd around. It's almost an arcade adventure style gameplay, in that you have to gather various objects and use them to manipulate other objects. For example, using a disk helps you mess up computers which block the way. So, you have to find and collect the disk first. The bottom of the screen shows the items you've gathered plus the amount of energy remaining, current score, and the number of lives left.

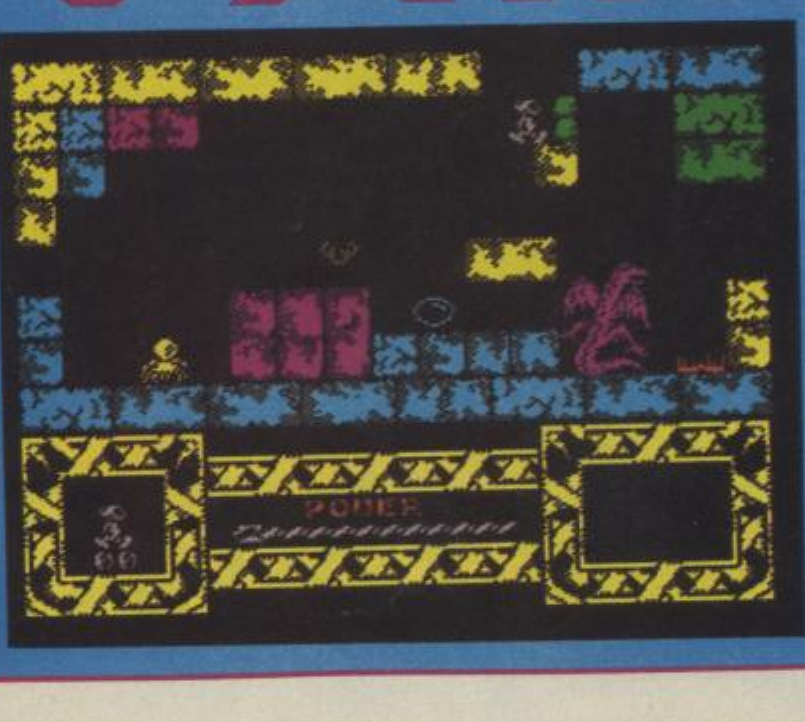
It is, plainly put, a good game and well worth the money spent. The gameplay is sufficiently tricky to keep you at it, and the graphics are funny, as suits the tone of the game. It strikes me as the sort of game that if the box had been bigger, and the scenario around it more convoluted, it could easily pass for a full price game.

Try it! It doesn't take too long to load, and it doesn't take a university degree to under-stand the rules. Save Our Syd!

Graphics / Playability / Value for Money / Addictiveness — **7**



VAMPIRE



Code Masters/£1.99

Tommy Code Masters' one-company campaign to revitalise the platform game has certainly had its moments, but this ain't one of them. *Vampire*'s another attempt at the Dracula legend, but this time transferred lock stock and laser bolts to the 30th century, when the thirsty Count has somehow managed to take over the world. You are Brok the Brave, as played by Peter Cushing, I imagine. Dumped in the count's castle, it's up to you to fight past all the various nasties, pick up crucial objects like keys, crosses and stakes, and finally knock off Dracula to save the world. All fine and dandy, except that to do this you have to play a multi-screener of stultifying boredom and breathtaking unoriginality. It's slow, flickery and prone to crash at any moment, and everything about it is at best third-hand — the sprites, the gameplay, the screens, the lot.

So my main question is, what is *Vampire* doing in the charts at number 10 this month? Has the world gone mad? Code Masters can do so much better — so why is it bunging out tat like this? Count Drac would turn in his grave.

Graphics / Playability / Value for Money / Addictiveness — **4**

GUN RUNNER

Hewson/£7.95

Marcus Millions of years ago, when earth was just a cooling blob of molten custard (or was it Angel Delight? Science was never my strong point) the people of the planet Zero had a spot of local difficulty.

Living below their planet surface (it was a bit nippy upstairs — ice age and all that) they were prone to attack by the less than chummy Destrovians, who wished to blag their plutonium. Teams of saboteurs would disrupt the outer networks of tubes and piping (which carried the plutonium to the heating plants) and the Zeronians faced a chilly future.



Heroes had tried in the past, of course, to rid the pipeworks of their alien invaders — what else are heroes for? — but they hadn't lasted long. The Zero High Council was desperate. So desperate, in fact, that they chose you to have a go. You made your will, kissed your wife and 43 small children goodbye, and off you went, facing almost certain doom…

But what a doom! Ten scrolling networks of pipes, tubes and hi-tech knick-knacks! Lethal formations of flying aliens stinging you in the heretofores and wherewithals! Yup, we're in Shoot 'Em Up Land, that curious country where bullets never run out, bombs can be dodged and the aliens' idea of strategy is flying at you in a straight line. *Gun Runner* is a fine example of the species, combining elements of *Cobra* and *Uridium* to excellent effect.

The course runs from left to right, although the Destrovians come in both directions. Your target on each level is a tower to the far right — if you regain control of that the level is yours. On the way you can pick up several pieces of equipment. The Multifire gun blasts faster and in three directions, while Poison is *Gun Runner*'s smart bomb equivalent. A Jet Pack lets you fly around the screen for a brief period, and a Shield protects you from everything for an even shorter time. If you're not shielded, you'll lose any equipment you've picked up if you hit a Destrovian — if you have no equipment, of course, you're deaded.

The Destrovians themselves

attack usually in fours (if you knock some off, the survivors have another go) and in any of several formations. Some are slow enough to be picked off almost at your leisure, but others, randomly it would seem, are viciously fast, and if you're facing the wrong way you have no chance. Certainly it's these megaswift attacks that always cause my downfall.

Other bits and bobs for you to blast are the Destrovians' scanning orbs, which are otherwise harmless, and domes which contain the aliens' supplies. Be careful what you do with these 'cos they're often booby-trapped. Watch out also for bombs, which just have to be dodged, and bits of broken pipework.

It's all been neatly put together by Christian Urquhart and Mike Smith. In these post-*Uridium* days *Gun Runner* is scarcely original, but it's a fast, efficient and by no means easy shooter which *Cobra* fans particularly should take a look at. And at least there aren't any hamburgers!

Graphics
Playability
Value for Money
Addictiveness
8



PRESIDENT

Addictive/£7.95

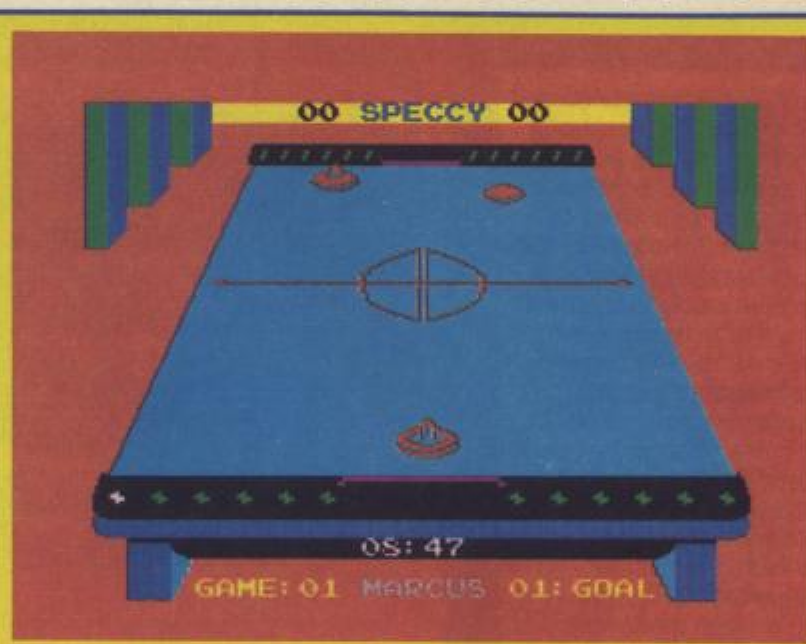
Tony Okay, hands up who wants to be President? No-one! Come on now — all that power, all that money! Hah, I thought you'd change your mind. Well, now's your chance in this new Addictive game.

You have twenty-four months until the next election. In that time you have to feed the populace, stop any epidemics, fight the neighbouring countries and drill for oil (I bet he drinks Carling Black Label). The game's mostly text, but there are some graphics sections that show your crops, oil and the current battle situation. It's best to build up your army at the beginning of your term of office, then use the vote catching tactics, such as planting crops for food, at the end. Other things you can do include selling oil to other countries to build up your Swiss Bank accou… oops! I mean, build up your country's wealth. At the end of every month your neighbours send in their assessments of you, and there's an opinion poll among your own people, so that you can see how you're doing in the popularity stakes. That won't be too well if you're anything like me — I was starving the people by destroying their crops, and all so that I could build lots of lovely tanks. Tee hee!

I thought *President* was a great game. Definitely an ego-trip, as you decide whether to be a kind President with a heart of gold, or a tyrannical sadistic psychopath that eats little children for breakfast. Me, I prefer the latter — much more fun than three Shredded Wheat!

Graphics
Playability
Value for Money
Addictiveness
7

INDOOR SPORTS



From the oche to the hockey, there's always something to think about in *Indoor Sports*. This is the air hockey, and you won't have much time to think before the puck flies at 5000000000 mph into your goal. The only consolation — your computer opponent's no better!



Here's Barry in a stylish creation by Mr Ronald of Bond Street, the two-piece "Retina Scraper" track suit. Watch how Barry elegantly lets go of the ball, powerfully yet gracefully, with just enough twist and spin to send him and the ball flying towards the pins. This gives Barry two chances at the pins for each ball, as well as multiple lacerations and a groin strain.

Advance/£8.95

Marcus This collection of four indoor activities has been converted from an American C64 original, and it's got that touch of class that Yanks pay through the nose for. Air hockey is the only one of the four you won't have seen before on a Speccy, but all four are worth more than a cursory Dewhursts.

Of the four, air hockey is in fact the most spectacular. Cosmopolitan *YS* readers may have encountered the real thing on their travels overseas (darling warling!) — it's an amazing game in which you smash a puck around an almost frictionless table hoping beyond hope that it will somehow rebound into your opponent's goal rather than yours. Even when played by hopeless cretins it's astonishingly fast, and by some miracle of programming Advance has managed to duplicate it superbly. Not only is it faster on screen than you'd have thought possible, but the puck's been animated as well — as it flies around it gets larger or smaller depending on which end of the table it's at. Wowee! You've also got a choice of three game speeds (beginner, normal and hyperdrive) and four levels of computer opponent (easy up to pro). A pro opponent on hyper-drive is well nigh impossible to beat.

After air hockey, rather more familiar territory — darts. Won hondred a NIGHT-ie! we all cry, right on cue. Well, it's an interesting variation on what, in Speccy terms, is now an almost prehistoric theme. Mastertronic's *180* did it best, of course, and this isn't quite as much fun (for one thing it's harder), but it's a worthy attempt. You even get to see yourself (or a fat animated representation) chucking the arrer at the board.

Third, ping pong. Ah so, honourable Chinese sphere swipers, for here's your chance to shine at the game the inscrutables have made their own. Again, we've seen this once or twice on the Speccy before, but the *Indoor Sports* version's as good as any. For one thing, you can choose between 'auto move', which puts your bat in exactly the right spot, leaving you only to time the shot perfectly (not a doddle), or 'manual mode' which is *evil*. Ah, decisions, decisions. The animation's smoother than Bob Monkhouse, and the little flipping motion you use when hitting the ball is a neat touch.

Finally, there's ten pin bowling, and another splendid conversion. Well timed, too, after US Gold's *10th Frame*, which I thought rather disappointing. This is much more the ticket. Four skill levels as ever, and nine choices of ball weight (!) make the menu screen a test in itself. The game then involves much more than taking your finger off the fire button at the right moment. Positioning your player, aiming the ball and then swerving it at the last moment in order to make up for getting the first two wrong all make for an interesting challenge, needing the skill and judgement that come only with practice.

In all, then, *Indoor Sports* is a surprisingly thoughtful and skilful compendium of games, of which certainly two could stand on their own. What with *World Games*, it's been a good couple of months for sports sim fans, and this is definitely one to add to your collection. I'll sithee!

Graphics / Playability / Value for Money / Addictiveness — **8**

TOMB OF SYRINX



The Power House/£1.99

Tony If it wasn't for the fact that The Power House is the new budget label from CRL, I would swear on my aardvark's life that this was an old game that had been hanging around for years. It has the same style of graphics as the old 16K games, and the screen scrolls jerkily, two spaces at a time, so that you have no idea what's ahead and you die — very quickly.

The idea is to collect five keys. If you don't get killed, mangled or mutilated in the process, you're lucky. The nasties you meet are nigh-on invincible, needing hit after hit to be disposed of, and they cunningly appear out of nowhere, usually exactly where you're standing. At one point I stepped on one (well, I *think* I stepped on one, if I didn't...), lost all my lives in one fell swoop and the game crashed, leaving me with an empty screen. Yep, folks, Bernie the Bug strikes again!

A free audio recording has been added to the game, for some strange reason. As far as I could tell, this sounded like two cats — one being throttled and the other being forcibly fed through a mangle. Not a pretty sound, and unnecessary as far as the game's concerned.

Come on CRL! With Mastertronic, Firebird and Codemasters producing some high quality budget games, this doesn't have a chance. Any more like this and they'll be sealing your tomb!

Graphics / Playability / Value for Money / Addictiveness — **4**

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T'zers

Nippy noo nahs! An apple a day keeps T'zer away — especially when it's injected with DDT! So from the ashes of *T'zers... Phillers*! Yee-har! Now I can run this column the way I want — no more silly themes, no more puns and *definitely* no more interruptions from Richard Tidsall...

"Hello, Phil, it's Tizzy here. Just to tell you that US Gold has absolutely nothing to tell you. The big summer press conference is on next week, but until then... sorry."

Brill. Now, let's have a snout around. What's going on? Who's got what coming out through whom, when, how, why and where's my lunch? Sara, call the sarnie shop and get them to fix up a bacon, lettuce, tomato, cucumber, chicken and peanut butter roll, salt and pepper, hold the mayo, with a side salad of, well, make it a lightly roasted ox with a sprig of parsley. I'm feeling peckish today.

Ah, wossis, a release from Gremlin. More info about **Nimrod**, the game you read about first in *YS* (or second if you picked up the mag and read it again). Nah, nothing to do with a big snouted aircraft with wacky early warning systems to tell you a whole three minutes before everybody else finds out that the world is going to be nuked to ciggy ash. No sir, this Nimrod's a friendly little alien, a member of a very friendly race of robots called the Bioptons, who like parties and firing off fire extinguishers just like any normal person. Naturally the evil Cratons don't like this sort of thing, so they crash the Bioptons' party (really wild, by all accounts — lots of clanking noises from the darker corners) and imprison them individually on space prisons stretched across the galaxy. Seems a bit harsh — most gatecrashers I know just drink all the booze and frighten the cat. Nimrod's the only one to get away from this all-nighter, though, and he has to rescue all his comrades. And he's got only 99 eons to do it in.

Nimrod's out in June, as is **Mask 1**, the game of the TV series of the T-shirt of the super dooper action toys of the book of the film of the foil-wrapped sarnie of the same name (where's my lunch, Sara?) Y'know the drill, heroes battle against the evil Captain Meany, or whoever. Sounds like the Ed. Ahem. And we've also got a screenshot of the **Thing On A Spring** sequel, **Thing Bounces Back**. Boinnggg! Oi, I'm getting hungry. Ah, Sara, you're back. Where's my sarnie? You haven't got it? You're fired. Er, why are you rushing towards me with what looks suspiciously like a razor sharp meataxe? AAAAAAAAARRRGGGGHHHH!

Right, that's better, normal service has now been resumed — Sara here. Phil's just, er, nipped off for a bit, so I'll take the reins. Oh hang on, who's this on the phone?

"Hello, Sara, it's Ian Faux of Infogrames here. I just rang up to tell you about a couple of games coming up. First there's **Murders On The Atlantic**, a crime thriller set on board a transatlantic cruise ship just before World War II. It's a quick follow-up to **Vera Cruz** and **The Sidney Affair**, so big things are expected of it."

Yes yes, what else?

"And **Apocalypse** is being re-released on the new Command label. You remember, the first real war game that ever came to the Speccy, the one that started it all off. It's been jigged up a bit — it's faster and smoother running — and it's being bunged out for £9.95. Good stuff, eh?"

Yes thanks, good, now where was I? Oh yes, Konami. It turns out that the games it was releasing and beginning with S and J are **Salamander** and **Jackal**, two bip-de-bop arcade coin-ops which Konami has licensed to itself (convenient, that). They'll be out in the autumn along with **Iron Horse** — but there's nowt more from Konami until then. You'll just have to make do with **Nemesis** (got a cheat mode, anyone?)



***Barbarian*, the muscular new game from Palace Software.**

Mastertronic is still pouring out the games. Among the latest releases are **Masterchess**, due out May 6, **Ballcrazy** (sounds interesting) and **Galletron**, and they'll both slap onto the shelves on May 20. And guess what else you'll be able to feast your peepers on — yeah, David Jones' long awaited **Stormbringer**. The third part of his Magic Knight trilogy has been delayed for yonks while Jonesy put the finishing touches to it, not to mention the starting touches. But now it's ready, she wrote with her fingers crossed behind her back.

What other news have we? Well, Macsen has gone down the plughole, owing around £350,000 — phew! It was famous for its Speccy versions of TV show like **Blockbusters**, and let's not forget **EastEnders**, the game so bad we didn't even get a review copy! Now we know why. Still, it's never good to hear of a firm going kerplunk, especially when it's one of the '83 veterans that some *really* old people may remember from the early days (though not me, of course!)

At Mikro-Gen, now part of Creative Sparks but being run independently, big cheese Rod Cobain reports some interesting new releases on the horizon. **Strike Force SAS** is finally coming out, with **Digital Graffiti** and **Bounty Hunter** to follow.

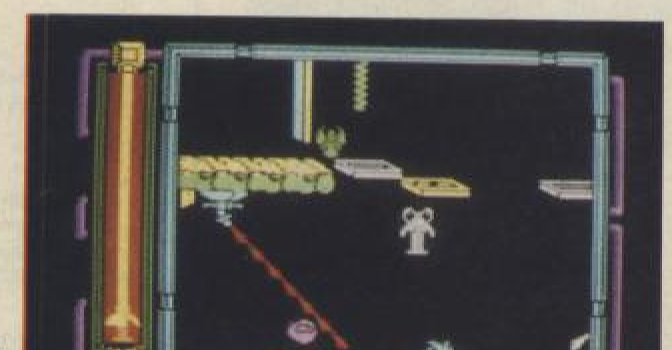
I'm enjoying this. Power at last. With Teresa gone and Phil...er, recovering, I'll be able to run the mag my way. Lots of reviews of **Gauntlet**. Features on the playing of **Gauntlet**. **Gauntlet — The Deeper Dungeons**, screen by screen. That's the sort of mag we should have.

Hang on a second. Why is Marcus setting up this noose above my head. We don't have any pictures to hang up, do we? Hallo, there's something wrong here...hold on...stop it...AAAAAARRRRGGGGHHHH!

At last. It's taken enough. I've been here five long months but now I'm editor. We'll soon have things moving around here. (Brief nap.)

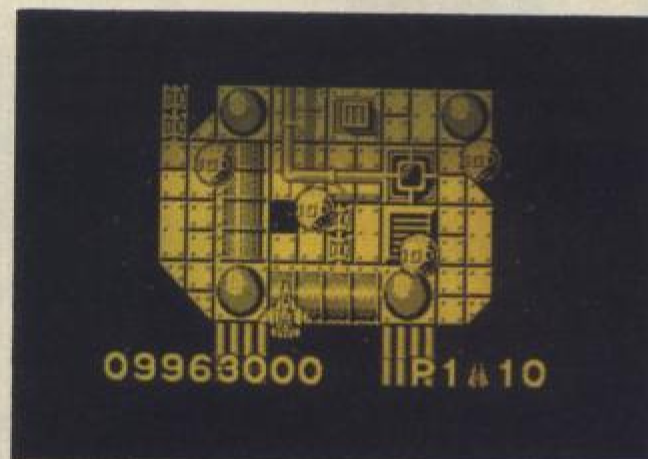
Ah, that's better. Let's get down to some news. The British Micro Federation has announced that it's going to award silver, gold and platinum cassettes to best-selling games. So if a game sells 50,000, it goes silver; 100,000, and it goes gold; 200,000, and it's platinum.

Now to all these screenshots littering up the place. First, **Barbarian**, the hunky new slice 'em up from Palace. Designer Steve Brown's the man behind such wizard wheezes as **Cauldron** and **Cauldron II**, and here he's fashioned a nifty little package of two games in one. Part one lets you perfect your swordsmanship against another player or the computer, so that in part two you can save the Princess from the clutches of the evil Dark Sorceror, Drax.



***Thing Bounces Back*, out in the springggg from Gremlin.**

Enter Ian Ellery from Nexus. Isn't Nexus the company that produced a game called, no, let me guess, it's on the tip of my tongue...**Nexus**! Yus, that's the one. Now Nexus is leaping headlong into the Speccy market (splat!) with two new games due soon, or even earlier. **Hades Nebula** is a blam blam shooter from Paranoid Software, and it looks a must for joystick fiends everywhere. Due May 21st, it features double parallax scrolling, and even Nexus doesn't know what that is. According to the blurb you'll need "awesome stamina in the fire-button finger, brilliant dexterity to dodge all the nasty and pesky baddies, and acute hearing to enjoy the Commodore/Atari FX sound, or the funny little blips on the Spectrum..."



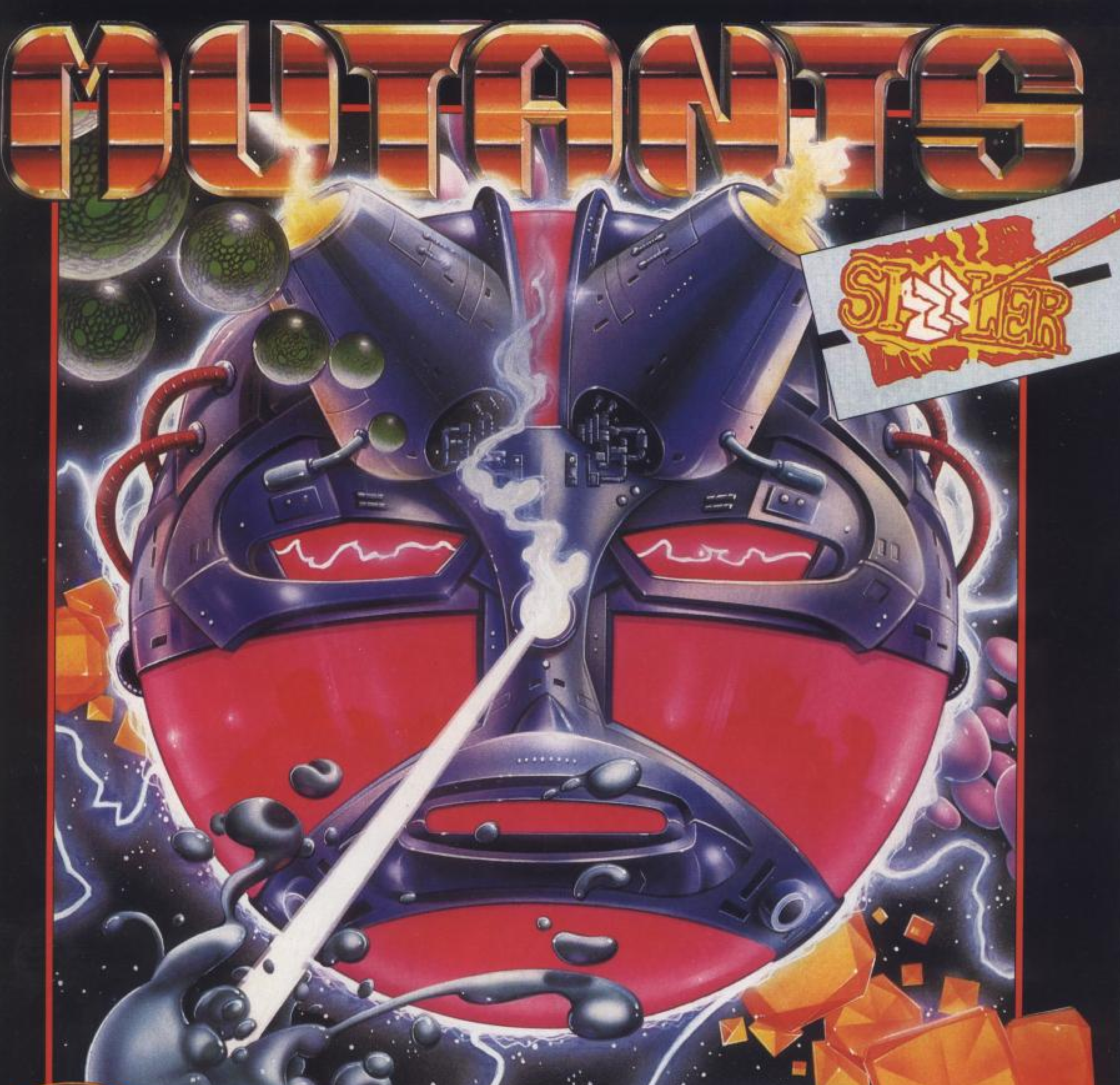
***Hades Nebula*, crossing the river Styx soon from Nexus.**

Meanwhile, **Micronaut One** is also being wound up for summer release from Nexus. We've seen a demo version and it's pretty spectacular, a high speed whoosh through corridors and tunnels, a bit like the **Hive** but with more *game*. It's also got a menu system similar to the Apple Macintosh so you can see we're talking serious coolness here. Your Micronaut ship patrols the inside of a massive computer, transferring energy from place to place and fighting off the inevitable alien intruders.

Not so much to report from Ocean except that Nintendo's follow-up to **Donkey Kong**, entitled **Mario Brothers** is out very soon at £7.95. Justa one Cornetto, give it to meeeee...

And finally Databyte is not a name you may have heard of, but its been releasing a number of A1 old games on the Commie, including my favourite **Montezuma's Revenge.** Now it's developed an interest in the Speccy and the first release is a belated conversion of another corky old number, **Spy Vs Spy II: The Island Caper**. A full review next month, and...oh hello Kevin, what do you think? Like the column? Not that it matters much anymore, now that you're only a humble Managing Editor! Hee hee! Kevin, why is your moustache quivering at Warp Factor 8? No, I didn't mean it...no...no... AAAAAAARRRGGGGHHHH!

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